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Pump Up the Volume

ONE OF THE BEST THINGS about working on *The Duelist* is that life never gets boring. With this in mind, I thought I would catch all you readers up on what's going on here at *Duelist* Central: For those of you who didn't read last issue's Letters (and we know who you are—shame on you), I am happy to officially announce that *The Duelist* is going monthly as of this issue. For those that fear change, I assure you that each issue will still contain the columns and departments you have grown to love, just twice as often as before. And yes, for those masochistic readers out there, this means you now only have to wait one month for new puzzles (as well as solutions).

When you peruse the table of contents, you will notice a new author with a familiar name. Pro player Eric Tam has joined *The Duelist* as a regular columnist. In his column "The Drafting Table," Eric will explore the art of deck construction. From land ratios to sideboards to card combinations, Eric will explain the nuts and bolts of the game before the game. Check it out and take a peek at his first installment on page 54.

We are also introducing two new features to the *Magic* Compendium. "Extra Pulled" is a humorous look at cards that didn't quite make it through the development process. "Theme Weavers" is a chance for you, the reader, to show off the more fanciful, theme-related decks you've created. Try 'em, you'll like 'em (p. 38).

This issue also marks the premiere of a new series of fiction in *The Duelist*. In "Heart of a Minotaur," the first of three stories by Star Trek author Kij Johnson, we witness the original meeting between Sisay and Tahngarth (page 70).

The results of the 1998 *Duelist* Invitational have been tallied and the panel has selected sixteen invitees for next year's "all-star" *Magic* tournament. Turn to page 68 for a listing of the competitors.

Astute readers will also notice a new logo gracing our cover. A new look for a new *Duelist*.

After months of searching, *The Duelist* has finally found someone to fill Melody Alder's large editorial shoes. I hope you will all join me in welcoming Will McDermott to the *Duelist* family as our newest editor. With our current editorial content doubling this upcoming year, I am sure he'll have his hands full.

I hope you enjoy all the changes going down as we strive to make *The Duelist* the best magazine in the business. See you next month. (It feels good to say that.)

Mark Rosewater
MARK ROSEWATER
Editor in Chief

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Cooper	Leader	Healthy	Stable	Reined
Crawling		Carbine	AP	100
Mattie	G.I.	Incap	Panicle	Reined
Holding Fire		BAR	??	0
Fathers	G.I.	Wound	Panicle	Reined
Cowering		Garand	AP	120



smell tulips, admire windmills,



Secure bridgeheads.



"Look ol' boy, ignore everything
I say and you'll do smashingly."



You took the bridge yesterday. That

doesn't mean you'll have it today.

Infantry		Support		UK		USA		USSR	
Team Classification									
	Mark VII 'Cromwell'	Medium tank							
	'Achilles' (3 inch gun)	Tank Destroyer							
	Mark V 'Sheriff'	Light tank							
	17 pounder anti tank gun	Infantry AT Gun							
	MC1 (81 mm Marder Cannon)	81 mm tank (infantry)							
	6 pounder AT gun	Medium AT gun							
	Flamethrower	Flamethrower							
	3 inch main fire	Main gun (infantry)							
Assigned Classification Period Allied Germany 14 hours 7 hours XXX Corps Armoured Airborne Deployment Point Sector Operation									

Unless
of course
you want
to win.

Nothing cleans out a town quite

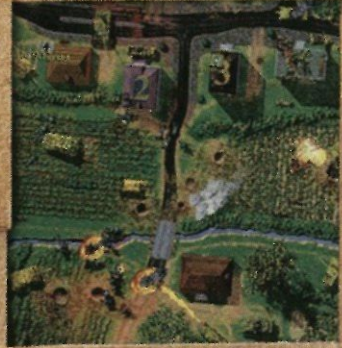


like flamethrowers,



Too tired to march?

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ABOUT OUR CONTRIBUTORS



Finding his Niche

Paolo Parente. Born in San Remo, a small seaport in northwest Italy, he's the third of three sons born to Domenico

and Hughette Parente, an Italian pediatrician and a French housewife. His first name is Paolo—and painting is his game.

"When I got started, I had no mentor," he explains. "It was by chance."

It was a chance that paid off. Originally a fashion illustrator, Parente got his start working at fashion magazines in Italy. When he determined his love was an occupation worth pursuing, he traveled to the U.S. to study illustration. He attended the Pasadena Art Center, but dropped out soon after arriving; Los Angeles, it turned out, didn't agree with him.

"It was extremely expensive," the 32-year-old recalls. "And since I didn't want my parents to support my studies, I decided to go back to Italy. I ended up sleeping in a car [in L.A.]." Parente's move home quickly proved fruitful.

"I was walking around Milan and I saw in a shop window a book called *Heroes for War Games*. It was mainly about Games Workshop and miniatures for roleplaying games. I went crazy. I immediately fell in love with those things."

Since then, Parente's work has been published by numerous companies: DC, Dark Horse, Marvel, and, of course, Wizards of the Coast. Parente's art can be seen in *Weatherlight*, *Portal*, and *Tempest*.

This month his passion for painting and fantasy appears on our cover with a reinterpretation of Commander Greven *il-Vec*.

"Here's a guy who's really going after power," says Parente, "and he wants power at any cost. So I showed him climbing this mountain and reaching the top. Along the

way he's kicking everything out of his way. His mouth is open, but he's not screaming. He's just saying, 'Here I am.' There's no one else on his level."



More Than Meets the Dye

Brian Hacker. Dennis Rodman he's not. And that's just fine with Brian Hacker.

"The hair-dye thing started as a good luck symbol, though it has functioned as anything but," says the Pro Tour veteran who has changed his hair color at every new venue. "The Pro Tour event I did best at [Dallas, November '96] was the only tournament where my hair wasn't dyed. Now, I just dye my hair to look different and because I think it looks good."

Although he can't rebound like the Worm, he can play *Magic* with the best of them. Besides his semifinal finish in Dallas, Hacker has posted other impressive Pro Tour performances: 13th at Paris (April '97); 36th at Los Angeles (March '97); and 45th at Atlanta (Sept. '96).

"Great *Magic* players keep studying the game, even after a victory," Hacker explains. "Rather than rest on past success, great players keep working on new deck strategies and new sets."

A 23-year-old student at UC-San Diego, he studies much more than English Literature and Philosophy. Hacker contemplates life as well as *Magic* combinations at almost every opportunity. He's counted among "The Hitmen," an impressive team of *Magic* duelists that includes Truc Bui, John "Daddy" Yoo, and Shawn "Hammer" Regnier.

In this month's strategy feature ("Adapting to the Environment," p. 64), Hacker compares various expansions and play formats. It's territory he knows all too well.

"One of my favorite elements of *Magic* is how it changes and never stays constant. As new sets come in, you feel challenged to stay ahead of the other competitors. Many players stay too rigid in their philosophy and approach to sets. Hopefully my article will show the need to approach each set differently." ♦

COMING IN ISSUE #22

- ▶ 1996 U.S. National *Magic* Champion Dennis Bentley provides strategy for playing with *Vanguard* cards.
- ▶ Preview of *Vanguard*'s latest eight-card lineup.
- ▶ Sneak peek of the soon-to-be-launched *Magic: The Comic Book* series.
- ▶ Youth in *Magic*: the game's emerging superstars.

ON SALE DECEMBER 30

THE DUELIST

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This Issue Brought to You By: Vin Baker; the crumbling Patriots; Vitamin C and Vilanelle; the Black & White Knight; Golden Seal; the Arnold Rimmer Experience; Blue's Clues; Tammy's Tots; dihydroous monoxide; Banana Pages; Attitude; Pajama Sam; *Tempest* (and some other guy named Will); The Great Pumpkin; dry ice; the Wellness Formula; and the words "Flinky" and "Leafy" and the number 42.

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LETTERS

Budget-Conscious Deck Medicine

My favorite section of the magazine is "Duelist Picks" because I have used some of the combinations in there, and they are very deadly. The "Deck Clinic" is also a very good section, but I do have one problem. Charlie [Catino] and Henry [Stern] are very good at fixing people's decks, but so many of the cards they put into the decks are very expensive. I am 14 years old and I can't afford to buy all of these high-priced cards.

Adam Watson
Louisville, Kentucky

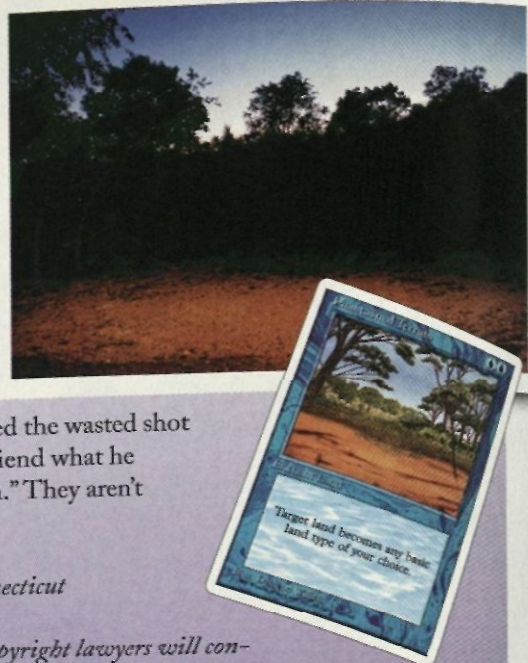
SOUNDS LIKE socialized deck-medicine to us, but we see your point, Adam. Starting with Issue #22, Charlie will treat decks with the budget conscious patient in mind. He will add

Truth is Stranger than Magic

Well, it finally happened. The world of Dominaria has finally found itself in our own reality on earth. Recently, while experimenting with various photographing techniques, I wasted a shot just to finish off the roll of film. After I developed the pictures, I noticed the wasted shot looked a little familiar, so I asked my best friend what he thought. He said, "Hey, Phantasmal Terrain." They aren't 100% exact copies but they're pretty close.

Shane Graves
Colchester, Connecticut

PLEASE REMAIN in your home, Shane. Our copyright lawyers will contact you shortly. Seriously, we liked the photo so much, we thought we'd share it with our readers. Now, if you have some candid shots of Serra, send them in a plain brown envelope to....



no more than two rares and six uncommons to the submitted deck. Henry will still give each deck the full treatment (for those with deep pockets or zero-deductible insurance plans).

Dawn of a New Age?

I have bought a lot of *Mirage* and drawn four Celestial Dawns, but don't know how to place them effectively in a deck. Every time I try to it seems more like a waste of time than anything else and causes me to lose games. It makes me wonder why they sell it at my local store for \$17.50. Could you give me a little insight on how to make this card effective?

Paul Simpson
Cordova, Tennessee

CELESTIAL DAWN may be one of those cards that looks great on the surface, but doesn't pan out in play. You might try to use it in a white version of the Five-Color Green deck. Or, you could just trade them for some Revised dual lands. I know I've got a price guide here somewhere....

Card Lists

A year or two ago *The Duelist* had a supplement entitled: "The Complete Magic: The Gathering Card List." I still use it on a daily basis, however, the list only goes through *Homelands* and *Fourth Edition*. I was wondering if there are any plans to publish another updated list. My list is pretty tattered by now, and it could use some relief.

Mike O'Hara
Elk Grove, California

DON'T DESPAIR, Mike. While we aren't currently planning to reprint the card list, the Magic:

The Gathering Official Encyclopedia, Volume 2 is now available. This book features full-color pictures of all cards from Fifth Edition through Weatherlight, plus Portal (the first edition has Alpha through Alliances).

MANA CONTEST!

Anthony Valesano of Dyer, Indiana found the hidden mana symbol in *Duelist* #18 on page 44 (between the Craven Knight illustration and the Portal card list). Anthony was randomly selected from all correct respondents to receive a display box of Weatherlight boosters. Lookin' sharp, Tony.

SHOW ME THE MANA CONTEST

Win a display box of *Tempest* by finding this mana symbol hidden in your *Duelist* magazine. Drop us a postcard telling us where you found it, and send your entry to *The Duelist* Mana Symbol, P.O. Box 707, Renton, WA 98057-0707. Only postcards will be accepted as legal entries. The winner will be drawn randomly from a pool of correct entries. Postmark deadline is January 31, 1998. Remember, the mana symbol must match the symbol shown here!

Contest only open to residents of the U.S. (except Rhode Island) and Canada (except Quebec).

Comments? Questions?

You don't need a committee...



Send your thoughts to "Letters," c/o *The Duelist*, P.O. Box 707, Renton, WA 98057-0707, or to <duelist@wizards.com>.

Please include your name, address, and phone number for verification purposes. Letters may be edited for length and clarity.

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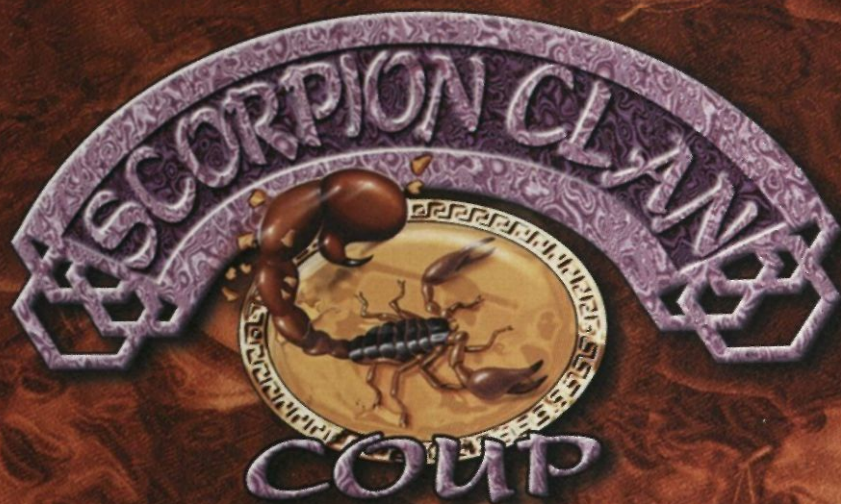
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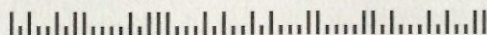
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Wizards of the Coast Lands TCG Patent

In October, Wizards of the Coast was granted a patent on the Trading Card Game Method of Play by the U.S. Patent Office. The patent covers only the method of play, not the design of the cards.

Since its creation in 1993 by games guru Richard Garfield, **Magic: The Gathering** has established an entirely new genre of games—trading card games—that today are played by millions worldwide. **Magic** alone already outsells well-known games such as *Monopoly* and *Trivial Pursuit*.

Garfield, currently a game designer at Wizards, commented, "Traditionally, it has been difficult for game designers to receive patents on their inventions. Most game patents have been granted on the mechanical devices included with the games. This trading card game patent, one of the few granted on the basis of the method of play, is a victory for game designers everywhere. It recognizes the tremendous research, abstract thinking, and creativity of serious game designers, and validates the originality of their inventions."

"We hope," Garfield continued, "that this results in renewed enthusiasm to create original games that will entertain and challenge the minds of people who enjoy playing games."

The embodiments of the invention in which an exclusive property or privilege is claimed are defined as follows:

1. A method of playing games involving two or more players, the method being suitable for games having rules for game play that include instructions on drawing, playing, and discarding game components, and a reservoir of multiple copies of a plurality of game components, the method comprising

the steps of:

- each player constructing their own library of a predetermined number of game components by examining and selecting game components from the reservoir of game components;

- each player obtaining an initial hand of a predetermined number of game components by shuffling the library of game components and drawing at random game components from the player's library of game components; and

- each player executing turns in sequence with other players by drawing, playing, and discarding game components in accordance with the rules until the game ends, said step of executing a turn comprises:

- (a) making one or more game components from the player's hand of game components available for play by taking the one or more game components from the player's hand and placing the one or more game components on a playing surface; and

- (b) bringing into play one or more of the available game components by: (i) selecting one or more game components; and (ii) designating the one or more game components being brought into play by rotating the one or more game components from an original orientation to a second orientation.

Wizards of the Coast has developed a licensing program to permit others to use the patent. Wizards of the Coast President and CEO Peter Adkison remarked, "Certainly, the ability to be compensated by others who

incorporate our patented method of play into their games is important. But at the same time, Wizards of the Coast fundamentally believes in the free flow of ideas and the continued growth of the game business."

Adkison continued, "It is significant that an entire industry of trading card game publishers and manufacturers has grown out of the success of **Magic**, and we have no intention of stifling that. Therefore, we are endeavoring to create a fair and reasonable royalty structure."

For example, Adkison explained that companies who enter into a license agreement prior to the end of the year will not be charged royalties for sales prior to January 1, 1998.

Wizards of the Coast is also offering a royalty discount for every company that comes forward to license its trading card game products prior to January 1, 1998. Details of the license will be available at the Wizards of the Coast website at <www.wizards.com>, or by contacting Brian Lewis in Wizards' Legal department at (425) 204-7322.

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perspective to
the genre.



The patent claims on U.S. Letters Patent 5,662,332 can be viewed on the Internet at <patent.womplex.ibm.com/details?patent_number=5662332>. For a full understanding of the scope of the patent, a thorough review of the patent text is necessary.



Sci-Fi Novelist Diane Duane to Launch TSR's Star*Drive Series

Wizards of the Coast proudly announces it has signed a three-book deal with acclaimed science fiction novelist Diane Duane to launch TSR Inc.'s Star*Drive novel line.

The time is the 26th century, an age of exploration. The place is Star*Drive, the setting for the Alternity science fiction roleplaying game. The Star*Drive novel line showcases epic heroes and faster-than-light travel

against a backdrop of impending war. The first novel, *StarRise at Corrivale*, is scheduled for release in October 1998. The remaining two novels are scheduled for release in 1999.

Diane Duane, a Campbell Award nominee, is the author of nineteen science-fiction and fantasy novels. Among these are five *New York Times* bestsellers, including *Spock's World*, a bestseller for nine weeks, and the critically acclaimed "Wizard" series of young-adult novels published by Delacorte/Dell.

The Sabbat: Back From the Grave

Savage, ruthless and diabolical, Sabbat vampires have rejected the ancient laws of the undead for centuries. This past Halloween, their immortal conflict with the Camarilla was resurrected when Wizards of the Coast

re-released *The Sabbat* stand-alone expansion card set for its Vampire: The Eternal Struggle trading card game.

"Players waited two years for this expansion after V:TES was originally released in 1994," said Ryan Dancey, brand manager for the V:TES trading card game. "Our first print run of *The Sabbat* has sold out and there continues to be a high demand for this expansion."

Originally released a year ago, *The Sabbat* expansion features two new vampire clans, the Lasombra and Tzimisce, as well as new rules for voting

and combat between the Camarilla and Sabbat vampires. This expansion can be played alone or with cards

from the V:TES game, giving players the opportunity to create new *Sabbat* decks or enhance their existing V:TES decks.

The Sabbat are a malicious sect of vampires who have flouted the laws governing the undead by waging a war of blood and shadows against their enemies, the Kindred of the Camarilla. They revel in savagery and hold great contempt for humanity,

believing mortals to be nothing more than cattle. Whereas the Camarilla govern their own with a genteel facade, the Sabbat rule with an iron fist, relying upon intimidation and violence to maintain control.

The Sabbat expansion consists of more than 400 cards, and is illustrated by such leading artists as John Bolton, Tim Bradstreet, and Michael Astrachan. It is sold in twenty-eight-card booster packs that retail for \$3.95 apiece.



the
SABBAT



The Top Runners' Conference Is Convening!

November 1997 marks the creation of an officially recognized Netrunner players' organization, the Top Runners' Conference (TRC). This is a worldwide group of Netrunner fans who teach the game, hold tournaments, and seek out new opponents. The TRC will sponsor worldwide simultaneous Netrunner tournaments several times a year, and there are plans in the works for future regional and national championships.

Hey, chombatta, don't be fooled by the Corpspeak. This is about having fun, and that's all. You don't win if you don't run. Take advantage of netspace and hook up with other players. Play. Laugh. Jack 'n' Joe. Check out the TRC Web page at <www.cyberjunkie.com/weefle>.

For more information, please contact Jennifer Clarke Wilkes at <gadget@wizards.com> or Bob Flack at <flack-rg@saalem.ge.com>, or write to Wizards of the Coast, Inc., P.O. Box 707, Renton, WA 98057-0707, attn.: Top Runners' Conference.



Insider Trading

MAGIC
The Gathering®

by Mark Rosewater

Making Magic

Last issue I explained how several cards were changed in development. This issue, I thought I'd go back a step further and explain how certain cards I created for *Tempest* were designed in the first place.

Duplicity: I've always liked the idea of a card that allows a player to use two hands. Ultimately, I came up with the idea of "active" and "passive" hands. A player would have the option every upkeep to choose which of two hands he or she wanted to play during that turn. The unselected choice would sit dormant until the next upkeep. After

playtesting Duplicity I realized the card needed a handi-cap, as it gave the caster too much card advantage. To counteract, I added an effect that would slowly drain away the extra cards.

Scragnoth: I've always been fascinated by two aspects of Magic: the balance between colors and the ability to break nearly any rule. One rule I always wanted to break was the tenet that all spells could be countered. Everything else in the game had a card or two that hosed it, so why not counterspelling? The obvious colors were green and red, since they are blue's enemies. My first attempt at a spell that couldn't be countered got morphed into Kaervek's Torch. While harder to counter, it was still stoppable by blue magic. *Tempest* finally gave me the chance to create the ultimate unstoppable card, a green creature

that blue just couldn't foil. To add insult to injury, I added protection from blue to make Scragnoth invulnerable to blue once it's in play.

Interdict: Rust was an interesting idea, but was so weak it never got played. Interdict was my attempt to make a better Rust, allowing it to counter any activation and turning it into a cantrip.

Jinxed Idol: I wanted to make a card called "Hot Potato." The card would have a negative effect and would be passed back-and-forth between players. I decided to keep the negative effect simple by using damage, and chose creature sacrifice as a way to trade the card, since it would serve as a nice hoser for creatureless decks.

Spirit Mirror: This card was created because I wanted a creature that was treated like an enchantment. To achieve this effect, I needed an enchantment that created a creature, then recreated the creature each turn if it was destroyed. I added the ability for the enchantment to destroy the creature to keep it from being affected by things like Control Magic.

Grindstone: I wanted to create a Millstone variant with an effect that could keep triggering under the right circumstances. I liked how *Alliance's* Phyrexian Devourer used the top of the deck as a randomizer. Mixing these elements together created Grindstone. I chose card color as the trigger for jump-starting the effect to make the artifact more efficient against mono-color decks.

Humility: This was made because I wanted a spell that

TOP TEN SECRETS BEHIND TEMPEST CARD NAMES

- 10. Aluren:** We stumbled across this word in a thesaurus. It turns out to be an Old English word meaning "paradise."
- 9. No Quarter:** This is a military term meaning "no surrender."
- 8. Vhati il - Dal:** Comes from "Boga-vhati," the codename of the set.
- 7. Orim, Samite Healer:** The healer aboard the *Weatherlight* was originally designed as a very minor character. Stumped for a name, *Weatherlight* Saga co-author Michael Ryan took my nickname, Maro, and reversed it. The "a" was later changed to an "i" to make the name easier to pronounce.
- 6. Mogg Squad:** This card is a play on "The Mod Squad," the '60s show about three undercover cops posing as hippies. Art and flavor text reflect this spoof.
- 5. Krakilin:** This was originally called "Creatureball." Knowing that wouldn't work, we made up the name "Kra-likin." But everyone kept referring to the card as "Krakilin" (probably something to do with the oat bran) so we changed the name.
- 4. Death Pits of Rath:** We wanted this to sound like a nasty place. Michael came up with the idea of the Death Pits. As a modifier, we threw in the name Rath taken from Volrath, the ruler of the world. The name stuck and we later ended up using it for the plane.
- 3. Eladamri, Lord of Leaves:** This character was named as a tribute to Michael's mother Irma and his stepfather Dale. (As a related note, Lyna, the Soltari Emissary, is named after my mother Lynne.)
- 2. Emmessi Tome:** Like the Jayemdae and Jalum Tomes, this tome is also named after an R&D person. This time the initials stand for Michael Scott Elliott, *Tempest* designer and developer.
- 1. Squee's Toy:** When coming up with a name for Squee's favorite artifact, we stumbled across this pun. If you don't get it, say the name out loud.

turned everything into sheep (it was originally called "Sheep World"). The card mechanic survived but the flavor did not.

Mark Rosewater believes no one reads these bios. Hey reader, you're ugly and your mother dresses you funny. I'm a little teapot short and stout. The emperor has no pants!

Diaper: The Changing

When Richard Garfield proposed to Lily Wu, he created a Magic card—appropriately named "Proposal"—for the occasion. He had to play three games until the card came up and he could officially "pop the question." I'm happy to announce that Richard now has reason to create a second personal Magic card. At 6:20 P.M. (PST) on September 24, 1997, Terry Linnea Garfield was born. At six pounds, fifteen ounces, and twenty inches, Terry is the first Garfield expansion. Richard and Lily have chosen to share this new card with all of you as a tribute to their beautiful new daughter. Congratulations Richard and Lily!



WHAT'S NEW?

Voyage of the Darned

by Phil Foglio

SO, FOOLISH MORTALS, DID YOU THINK VOLRATH THE ONLY VILLAIN THE WEATHERLIGHT'S CREW WILL FACE IN THE COMING YEARS? **HIA!** HERE ARE SOME **OTHER** EVILDOERS TO WATCH OUT FOR —



PAGAN DIOR

RATH USED TO BE A HAPPY LAND OF BLUE JEANS, T-SHIRTS AND THE OCCASIONAL 3-PIECE SUIT. THEN THIS CRAZED FASHION DESIGNER GOT VOLRATH'S EAR. HE WILL DO **ANYTHING** TO KEEP NATURAL FABRICS FROM REAPPEARING THERE.



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THE AMAZONS OF LON DU-RAY

THESE FEMALE WARRIORS ARE CONSTANTLY KIDNAPPING MEN TO SERVE IN THEIR HAREMS. THE PRISONERS ONLY BEGIN TO FIGHT WHEN SOMEONE TRIES TO RESCUE THEM.



MUSKATEL THE DOOM OYSTER

POUND FOR POUND, EASILY THE MOST **EVIL** CREATURE IN EXISTENCE. LUCKILY, HOWEVER, IT REMAINS ONE OF THE MOST INEFFECTIVE AS WELL.



THE CULT OF FIVE

THESE IDIOTS BELIEVE ANYTHING THAT ISN'T EITHER RED, BLUE, BLACK, GREEN, OR WHITE IS **EVIL, EVIL, EVIL!** THEIR NINJA PAINT AND DYE SQUADS CAN ATTACK AT ANY TIME.



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In a realm where realism rules, Transactor technology introduces the radical notion of "real world" ownership to PC and Internet gaming. As the prospect of owning and collecting hits the Internet, millions of avid gamers will be creating an entire new economy as they "play for keeps."

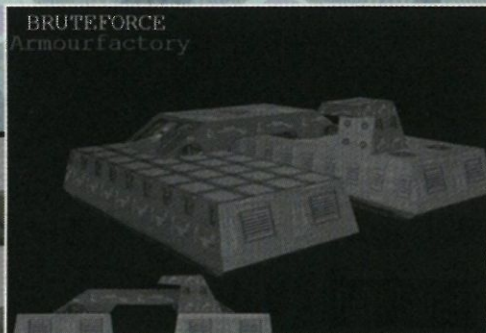
TRADING ON THE FUTURE: THE TRANSACTOR REVOLUTION

Developed by San Francisco-based PostLinear, Inc., the Transactor system creates an electronic economy with Limited Edition Digital Objects (called LEDOs). These objects can be weapons, spells, characters, armor, or other important elements in a game. With Transactor enabled games, players are able to buy, sell, own and trade the objects that help them play and win.

SegaSoft is the first company to use Transactor technology. According to Larry Pacey, SegaSoft Executive Producer, this new reality in gaming will change the way people play. "We wanted to bring the collecting elements of games like Magic: The Gathering to PC gaming," he says. "So your success in Transactor games will depend both on your gaming ability and the weapons, equipment, and powerups you've collected."

PostLinear President & CEO Ron Martinez puts it more absolutely. "Transactor technology will change the way developers design and build games and the way people play games. And soon, every gamer will know that Transactor enabled games offer more strange and powerful gameplay experiences than ordinary games."

Transactor's server-based technology keeps track of the ownership of all the LEDOs automatically. As you acquire LEDOs, Transactor servers register the ownership of these objects to you. LEDOs like weapons and powerups are issued in limited editions, just like collectible cards. Some will be common and easy to acquire, while others will be extremely rare, very difficult to find, and that much more valuable.



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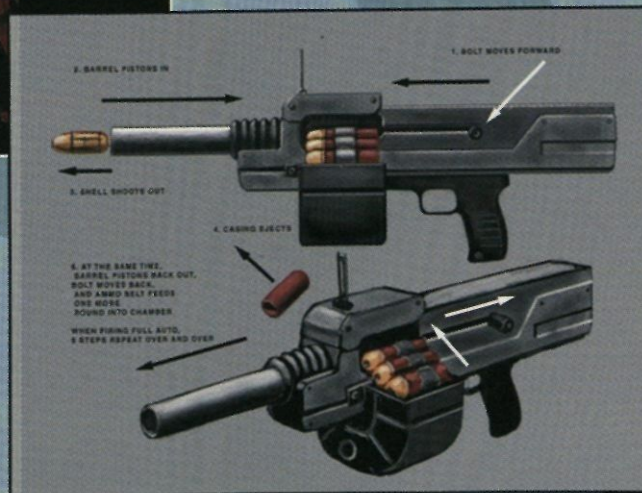
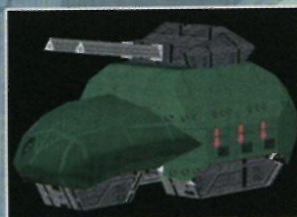
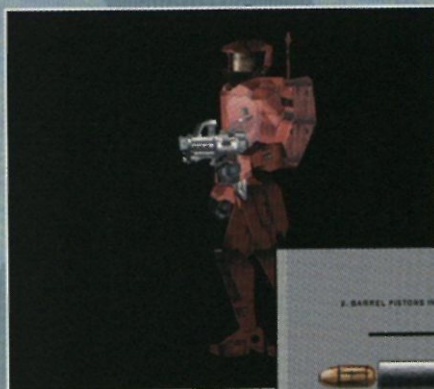
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HOW TO START YOUR LEDO COLLECTION



In Transactor enabled games you can acquire LEDOs in several ways. When playing the games, you'll be able to find or unlock many valuable LEDOs just as you find weapons and powerups in ordinary games. But with Transactor technology they're yours "for keeps", or at least until you decide to trade them. When you're playing on HEAT, ownership will be registered automatically. You can also buy LEDOs directly from SegaSoft on HEAT.NET. Best of all, you can buy, sell, and trade LEDOs with other players, in HEAT.NET chatrooms or while playing Transactor games.



SUPPLY, DEMAND, AND SECURITY.

Of course an object will only retain its value if its quantities remain limited. Transactor technology



sees to it that only the limited number of each object are in circulation. This is achieved with a comprehensive security system developed by World-renowned

cryptologist Bruce Schneier.

Transactor technology assigns an individual code to every object. When a gamer tries to use an object, Transactor servers will verify that the weapon is a valid LEDO by checking the code and its registered ownership. Only objects with valid codes will function in the games. This will limit the hacking of objects, so you can be assured that your rare LEDOs remain in limited supply.



TRANSACTOR GAMES: READY TO GET REAL

TRANSACTOR TECHNOLOGY IS AVAILABLE ONLY IN TRANSACTOR ENABLED GAMES. TRANSACTOR TECHNOLOGY AND LEDOS GET THEIR START IN THREE NEW SEGASOFT TITLES COMING IN 1998: 10SIX™, VIGILANCE™, AND SKIES™.

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In Vigilance every weapon and power-up is a LEDO and different player characters are suited to different LEDOs. You must select the best set of weapons, equipment, and powerups to suit your character, and the mission that needs to be performed.

Vigilance launches in Spring, 1998. For more information, visit WWW.VIGILANCE.COM.



10SIX



10SIX lets you stake your claim in the World's first million player game. A HEAT.NET exclusive, 10SIX gives you the chance to own, mine and defend your own Internet land claim against 999,999 potential attackers. Along with the non-stop fighting, you'll have to devise strategies, horde weapons and manage your resources if you want to thrive, or survive, in this million-player "land rush."

But there's another twist to 10SIX. The game runs in a persistent universe, meaning the action goes on 24 hours a day, 7 days a week, whether you're there or not. So you'd better amass some killer LEDOs or secure alliances with other players to protect your claim when you're offline. Otherwise you might log on later to find your claim has been seized.

All the weapons and equipment in 10SIX are LEDOs. To survive in this dog-eat-dog world, you've got to collect the right stuff.

10SIX launches in Spring, 1998. For more information, visit WWW.10SIX.COM.

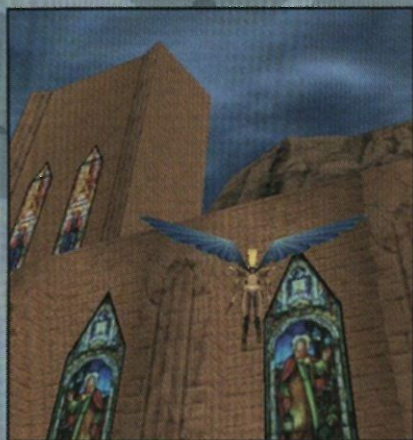


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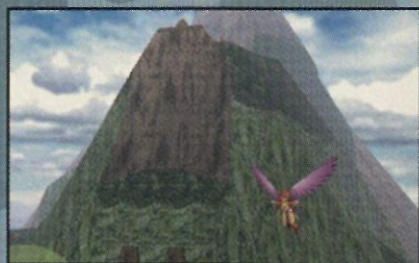
SKIES

Skies is a persistent universe, a mythical realm where winged characters take flight on fantastic adventures and challenging combat. Select from among the many winged characters available. Then with each adventure and every battle, watch your alter ego develop, visually maturing to



reflect your success. And it all takes place in a gigantic realm of floating islands rendered in breathtaking 3-D. Skies can be played single player, multiplayer over a LAN, or on HEAT.NET. In Skies, characters, weapons, equipment, and spells will all be tradable LEDOs.

Skies launches in mid 1998. For more information, visit WWW.SKIES.NET.



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ABOUT THE MAGIC COMPENDIUM'S FEATURED ILLUSTRATOR

D. Alexander Gregory is a freelance illustrator who has been working in comics and gaming for more than seven years. His illustrations can be seen in *Alliances* and *Mirage*, as well as *Marvel*, *DC*, *Dark Horse*, and *Image Comics*.



MAGIC COMPENDIUM

Duelist Picks

You've seen the spoiler lists. You've cataloged your cards, and you've heard all the bad "there's a *Tempest* brewing" jokes. Now what? *Tempest* is now Standard (Type II) tournament-legal, so you better find some new card combos for that old Standard deck. Below are some of our favorite combos using *Tempest* with the rest of the Standard collection (*Mirage*, *Visions*, *Weatherlight*, and *Fifth Edition*).

Unstable Shapeshifter and Phyrexian Dreadnought

The trouble with BIG creatures is they're too hard to bring into play and you have to wait a turn before you can attack with them. Well, look at this little gem. If you have an Unstable Shapeshifter (takes on all characteristics of any creature that enters play) already in play for a turn when you cast your Phyrexian Dreadnought (a 1 cost 12/12 *Mirage* artifact creature with trample that requires a huge sacrifice when it enters play or gets buried), the Shapeshifter will copy the Dreadnought's power, toughness, and trample ability before the Dreadnought gets buried. Now, attack with the Shapeshifter/Dreadnought and laugh menacingly.

Scroll Rack and Ancestral Knowledge

The right cards at the right time: that's what this combo is all about. First, cast Ancestral Knowledge (a blue

Weatherlight enchantment) to look at the top ten cards of your deck, putting the "best of the best" back on top. Next, activate your Scroll Rack to

exchange several cards you don't need (excess lands, expensive creatures) for those top library cards you just hand picked. On your next turn, don't bother paying the upkeep on Ancestral Knowledge, and those cards you won't need until later get shuffled back into your deck. (You can always retrieve them later if you give yourself another Ancestral Knowledge.)

Orim's Prayer and Humility

Are you tired of creature damage? Well, duh! This two-card, one-color combo practically

shuts creatures down completely. While Humility (2 ♦♦♦ *Tempest* enchantment) is in play, all creatures lose their abilities and become 1/1 creatures. Add in Orim's Prayer (1 ♦♦♦ *Tempest* enchantment), and all your

opponent's little 1/1 creatures will each give you one life whenever they attack. Hmmm. One life minus one damage equals a big goose egg for your opponent.

Dirtcowl Wurm and Armageddon

What's better than having a big creature on the board when you cast Armageddon? How about having a big creature on the board that gets bigger as your opponent plays land? Dirtcowl Wurm is a 3/4 green



Tempest critter that gets a +1/+1 counter any time your opponent plays a land.

To get rid of the Wurm after the Armageddon, your opponent will have to play land, which just makes him bigger and tougher to kill. Nasty quandary. Can you say, "Wurm-aged-don"? I thought you could.

Memory Lapse and Booby Trap

While Booby Trap (a 6 cost *Tempest* artifact that "blows up" when your opponent draws a card you name during casting) works well with any card that lets you "see" the top of your opponent's library (such as Precognition), it's more fun to counter a spell

and then use that spell to spring the ten-point trap. To set the trap, use Memory Lapse (a common *Mirage* interrupt) to counter an

opponent's spell (preferably a spell that leaves him tapped out). That spell goes back on top of his library. On your next turn, cast Booby Trap and name the countered card. Unless your opponent can shuffle his library or replace that

top card before his next draw phase...KABOOM!

Altar of Dementia and Living Death

While this sounds like a couple of Wes Craven movies, your opponents may "scream" when you play this combo. Start with an Altar of Dementia and an assortment of creatures in play. The Altar allows you to sacrifice a creature to

put a number of cards equal to the creature's power from a target player's library into that player's graveyard. So, cast Living Death.

Then, in response (once you're sure the Living Death isn't countered), sacrifice all your creatures to the

Altar and target yourself with its effect, which will put somewhere between six and twelve cards from your library into your graveyard. With any luck, in a creature-heavy deck about half of these cards should be creatures. Now let the Living Death resolve, which will return all the sacrificed creatures, plus any creatures that just entered the graveyard, back into play! In addition, Living Death will kill any of your opponent's creatures that were unlucky enough to still be on the board. "Welcome to my nightmare...."

Shocker and Fire Whip

Fire Whip, which turns any creature into a Tim, is perhaps the best creature enchantment in the game. But most of the really fun creatures to use it on are gone from the Standard environment—Sengir Vampire, Hypnotic Specter, and Brass Man. Now, *Tempest* brings you Shocker. When Shocker (a rare creature) damages a player, it forces that player to discard her hand and draw as many cards as she discarded. Put a Fire Whip on your Shocker, and your opponent will have a hard time doing anything as her hand changes from one turn to the next and her library gets smaller and smaller.

Duelist Tricks

Sure to be a big hit with both players and rules-makers, Ertai's Meddling offers some interesting and twisted tricks you can pull on the unwary.

MEDDLE NOW, PLAY LATER

Let's say you want to cast Apocalypse, which removes all permanents from the game and forces you to discard your hand, but you want to have an offensive threat after the dust settles. Here's what you do. Cast a big creature (Dirtcowl Wurm works very well here) and cast Ertai's Meddling on the Wurm to delay its resolu-

tion for two turns. On your next turn, Cast the Apocalypse and blow up the board. On the following turn, you'll have a 3/4 creature on the board that gets bigger each time your opponent plays a land!

MEDDLING WITH TIME

You can use Ertai's Meddling as a 10 counter-spell for any "situational" spell—a spell that's only truly effective at the moment it is cast, such as Giant Growth. For example, let's say you attack with your 4/4 Charging Rhino and your opponent blocks it with an Advance Scout (a 1/1 first striker) and then casts Incinerate on your Rhino. Normally this would kill the Rhino and the Scout would live. Meddling the Incinerate for one turn saves your

Rhino and kills the Scout. Your Rhino still gets hit by the Incinerate on the next turn, but will live through it (unless your opponent can add another point of damage).

MEDDLE YES, MEDDLE NO!

A corollary to the above trick is that for 10, Ertai's Meddling effectively counters any counterspell. Counterspells target spells, so if you Meddle a counter for even one turn, the target of the original counterspell will be gone by the time it resolves (the spell will either be in the graveyard if it was a sorcery or instant, or have become a permanent if it was a creature, artifact, or enchantment).



"Picks & Tricks" was compiled by Will McDermott, with contributions from Jared Earle, Charles Murray, and Mark Rosewater.

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Deck Clinic

by Charlie Catino and Henry Stern

This month's deck is called "The Graveyard Shift," a black and green graveyard manipulation deck from Kai Tave of Coos Bay, Oregon. Unlike "typical" Buried Alive decks, Kai's version uses Lhurgoyf, Necratog, and Tombstone Stairwell to benefit from all those poor, dead critters. Kai says the deck performs well until it runs up against a black or white weenie horde.

If you'd like us to consider your deck for next issue's "Deck Clinic," just send a list of what's in your deck along with a brief description of its ailment to: Deck Clinic, c/o The Duelist, P.O. Box 707, Renton, WA 98057, or to <duelist@wizards.com>.

CHARLIE

The Graveyard Shift is an interesting deck based on a deck type that has been around for a while.

The deck uses cheap creatures to do some damage, then uses creatures in the graveyard as a resource.

Playing the Deck. To play this deck, try to get a quick start by casting cheap creatures and attacking early and often, regardless of how many of your creatures will die. Your only thought early in the game is to keep damaging your opponent. By "burning out" early, you will achieve two goals. First, you'll probably get your opponent down to 6-8 life and force him or her to use up a lot of cards to stabilize the game. Second, you'll put creatures in your graveyard by attacking without worrying about their safety. Cards like Lhurgoyf, Necratog, Nature's Resurgence, Tombstone Stairwell, and Living Death can use those dead creatures to your benefit. Thus, once your attack has "run out of steam," these cards will give you a new offensive threat (instead of just more small creatures)

and will help you win late in the game.

Making the Deck Better.

Now that we've determined how to play this deck, let's reconfigure it. Your deck comes pretty close to the correct mana ratio, so I only changed a few mana sources. I removed the Dark Rituals and replaced them with Blood Pets and Llanowar Elves. In addition to providing mana, the Elves and Pets are also creatures, which helps the theme. I also reconfigured the land slightly, making use of Pine Barrens (the new *Tempest* black-green pain land).

I replaced cards that aren't

as useful in this type of deck. For example, Buried Alive puts creatures directly into the graveyard. But for this deck, it's better to hit your opponent with quick, cheap creatures (and it's a plus if they die easily). So I replaced the Buried Alive with more creatures. In addition, I removed some reactionary spells—spells that attempt to alter your opponent's strategy. Creeping Mold and Dense Foliage aren't needed because you normally won't care what your opponent does, and you'll never care if your opponent kills your creatures. I also removed Llanowar Behemoth because it isn't a fast, cheap creature and doesn't use creatures in your graveyard, and reduced the number of Hidden Horrors because their card disadvantage is severe—you want to play creatures, not discard them.

The original deck has twenty-three creatures, which is a good number for most decks. I raised this number significantly, however, because more creatures will make the late-game cards better. In addition to the creatures already mentioned, I added another Skulking Ghost and Tar Pit Warrior, an Uktabi Orangutan (there are lots of Winter Orbs out there), three

Fallen Askari, a Crypt Rat, a Fallen Angel, and an Aboroth (just for the look on an opponent's face when he or she has to kill that HUGE creature, watch you play Living Death, and then deal with it again). I mainly added more cheap, nasty, aggressive creatures.

To help use those cheap creatures, I included a Giant Growth and an Elvish Fury, both of which can save creatures, do more damage during an early attack, provide a surprise in combat to throw off your opponent's plans, and are useful against creatures with first strike. Also, as a buyback, Elvish Fury can be very useful late in the game.

Graveyard Shift is interesting because it plays differently than most other decks. Most decks are either fast (strong early but weak late in the game) or more control oriented (try to survive early and do big nasty stuff late in the game). This deck combines the best of both worlds. While not quite as fast as the best fast decks, it is still very quick early. While not packing quite as large a late-game punch as other slow decks, it can still be very scary (9/10 Lhurgoyfs can be hard to deal with). Just remember how to use this deck and it will serve you well.

HENRY

In its original form, The Graveyard Shift is an interesting twist on the re-animator theme.

While most "graveyard as resource" decks have been mono-black, focusing almost entirely on the Buried Alive-Nether Shadow-Ashen Ghoul interaction, this deck branches into green's graveyard cards. Because this deck was submitted to *The Duelist* before *Tempest's* arrival, the author couldn't use the many excellent new *Tempest* cards.



KAI'S DECK

CREATURES (23)

3 Birds of Paradise
4 Hidden Horror
3 Lhurgoyf
2 Llanowar Behemoth
2 Necratog
2 Nekrataal
3 Skulking Ghost
3 Tar Pit Warrior

SPELLS (13)

4 Buried Alive
3 Creeping Mold
2 Dense Foliage
2 Nature's Resurgence
2 Tombstone Stairwell

MANA SOURCES (24)

3 Dark Ritual
8 Forest
4 Gemstone Mine
1 Lotus Vale
8 Swamp

SIDEBOARD (15)

3 City of Solitude
3 Coercion
2 Harbinger of Night
2 Null Rod
2 Tranquil Grove
3 Whirling Dervish



Graveyard As a Resource?

What does it mean when someone talks about using the graveyard as a resource? First let's discuss exactly what a resource is in *Magic*. A resource is anything you can draw upon to pay a cost or to enhance the effectiveness of another card. The most basic example is mana. To cast Serra Angel, for example, you must be able to produce 3***. Thus, your deck needs to have at least five mana sources, two of which must produce white. Suppose you want to cast Fireball? The more mana you have in play, the more effective it will be.

What other resources are there in *Magic*? How about life total? Most people only think about their life in binary terms: either they have more than 0 life or they don't. Others use life as a measuring stick to judge the progress of the game. But anyone who has ever used Necropotence will tell you life can be much more than a number. Your life can be converted to cards (another resource), and drawing more cards than your opponent is a sure way to win.

So, how do you use the graveyard as a resource? In the old days, players would somehow put a big creature there and then use a spell like Animate Dead to bring it into play. Those decks were never very dependable. It was difficult to get creatures into your graveyard, and a single Disenchant or Swords to Plowshares would ruin your hard work. *Ice Age* introduced Lhurgoyf, the first true graveyard resource card, whose power and toughness grew with the number of creatures in all graveyards. *Weatherlight* introduced many more graveyard resource cards, two of the best of which were in the original deck—Necratog and Nature's Resurgence.

Living Death. With Living Death, *Tempest* introduced an

exciting graveyard card. Living Death puts all creatures in play into their owners' graveyards and simultaneously puts all creatures in all graveyards into play. The key to using this card is to make sure you have more creatures in your graveyard than your opponent. One of the best ways to ensure your graveyard is full is to have some way of sacrificing your creatures for an effect. Fallen Angel fills this role nicely. With Fallen Angel in play, cast Living Death and wait to see if your opponent counters it. If not, respond to your own Living Death by sacrificing all your creatures to the Angel (including the Angel itself). When the Living Death resolves, your Angel and all your other creatures will be brought back to life.

Living Death affects your opponent's creatures as well, so it will often act like a Wrath of God the first time you cast it. To help make sure you have more creatures in your graveyard than your opponent, I added two Phyrexian Furnaces to the deck. Also, creatures in your opponent's graveyard may come back to haunt you, so the new deck uses Puppet Strings for creature control.

In addition, Living Death causes creatures to process their "comes into play" effects, so it makes sense to use creatures that have this type of ability. The Nekrataals are great if your opponent isn't playing black. I added Uktabi Orangutans to get rid of annoying artifacts; Llanowar Sentinels to get more Sentinels; and Arctic Wolves (in place of the Llanowar Behemoth) because the Wolves allow you to draw a card when they come into play.

Minor Tweaks. The new deck uses Blood Pets instead of Dark Rituals because Pets can be reanimated by Living Death. I replaced Nature's



CHARLIE'S DECK

CREATURES (31)

- 1 Aboroth
- 3 Birds of Paradise
- 2 Blood Pet
- 1 Crypt Rat
- 1 Fallen Angel
- 3 Fallen Askari
- 2 Hidden Horror
- 2 Lhurgoyf
- 2 Llanowar Elves
- 2 Necratog
- 3 Nekrataal
- 4 Skulking Ghost
- 4 Tar Pit Warrior
- 1 Uktabi Orangutan

SPELLS (7)

- 1 Creeping Mold
- 1 Elvish Fury
- 1 Giant Growth
- 2 Living Death
- 1 Nature's Resurgence
- 1 Tombstone Stairwell

MANA SOURCES (22)

- 8 Forest
- 3 Gemstone Mine
- 3 Pine Barrens
- 8 Swamp

SIDEBOARD (15)

- 2 City of Solitude
- 2 Creeping Mold
- 4 Diabolic Edict
- 1 Nature's Ruin
- 1 Tranquil Grove
- 2 Uktabi Orangutan
- 2 Whirling Dervish

Resurgence with Infernal Tribute because it's reusable and works well with Living Death. Remember, this deck doesn't need much more than five mana, so don't be afraid to Tribute away a land to draw a

HENRY'S DECK

CREATURES (27)

- 3 Arctic Wolves
- 2 Birds of Paradise
- 3 Blood Pet
- 1 Chimeric Sphere
- 1 Dauthi Horror
- 2 Dauthi Mercenary
- 2 Fallen Angel
- 4 Llanowar Sentinel
- 3 Nekrataal
- 2 River Boa
- 2 Skulking Ghost
- 2 Uktabi Orangutan

SPELLS (12)

- 1 Creeping Mold
- 1 Elvish Fury
- 1 Emerald Charm
- 2 Infernal Tribute
- 3 Living Death
- 2 Phyrexian Furnace
- 2 Puppet Strings

MANA SOURCES (22)

- 2 City of Brass
- 4 Forest
- 2 Gemstone Mine
- 4 Pine Barrens
- 4 Quicksand
- 2 Reflecting Pool
- 4 Swamp

SIDEBOARD (15)

- 2 Choke
- 2 City of Solitude
- 2 Dread of Night
- 2 Heartwood Treefolk
- 2 Scragnoth
- 2 Uktabi Orangutan
- 3 Whirling Dervish



card late in the game. The new deck also features a few good creatures with shadow and, by using Pine Barrens, I was able to fit in a few Quicksands.

Charlie Catino and Henry Stern are licensed Deck Physicians in the state of Washington and, for some reason, in Tijuana, Mexico.

Magic Rulings & Errata

compiled by Tom Wylie

A SUMMARY OF RECENT, SIGNIFICANT RULINGS

This issue's problem child, Abeyance, is brought to you by the expansion Weatherlight and by the color white.

1) Does Abeyance's effect stop me from playing Ward of Lights?

No. Effects that refer to spells of certain types refer to spells *of* that type, which is not the same thing as spells *played as* that type. For example, Ward of Lights is always *of* the type "enchantment," whether it's *played as* an instant or not, so Abeyance can't stop it. Remember, Abeyance doesn't remove the time when you would play instants, it just prohibits spells of that type.

Effects that modify the costs of certain types of spells only care what type the spell is, not how it's played. For example, Gloom always changes the cost of Ward of Lights, even if you're playing it as an instant.

2) What abilities does Abeyance stop me from playing? I read somewhere that all abilities are instants, so does it shut down all of them?

Every ability is *of* the type it is *played as*. For example, Soul Net's ability is played as a triggered ability, and so is of type "triggered" (not instant), and Amulet of Unmaking's ability is of type "sorcery," since it says to play it as a sorcery. (Note that Abeyance shuts down both of these abilities because they're activated.)

3) Does Abeyance stop me from using mana sources, like tapping land for mana? Since there are some kinds of spells and abilities I can still play, it seems like I should be able to pay for them somehow.

As a change to the rules, no effect can prohibit mana sources from being played. This extends to Cursed Totem, City of Solitude, and Null Rod, as well as to Abeyance.

4) Can Abeyance stop me from playing abilities on cards that are out of play?

No. Abeyance can't affect cards that are out of play, because it restricts what permanents can do rather than changing the rules about what players can do. For instance, it won't stop you from playing Ashen Ghoul's ability while it's in your graveyard.

5) What types of spells and abilities exist?

The following types of spells and abilities exist: artifact, artifact creature, damage prevention, enchantment, instant, interrupt, mana source, phase ability,

phase cost, replacement ability, sorcery, summon, triggered ability, and untap cost. Some spells and abilities break the rules about when they're actually played, but that doesn't change their type. For example, Choking Vines is of type "instant," even though it breaks the rules because it is played only when blockers are declared.

GENERAL RULINGS

6) What do I do if part of an effect tells me to do two things that are contradictory?

If a *single* event gives you contradictory instructions, ignore all the instructions that contradict each other. For example, if an effect says to move a card to two different places, that card goes nowhere. Note that you'll probably never run into this problem, since almost all situations to which this rule applies result from using replacement abilities, not from the way an effect is written (though some effects, like Ghazbán Ogre's, can be inherently contradictory). In many situations in which it appears you're being told to do contradictory things at once, you're really being told to do them at different times; for example, if two triggered abilities direct you to move a card somewhere, they won't be taking effect at the same time, so you have to follow the instructions of whichever ability resolves first.

7) Some of the Slivers from Tempest give each Sliver an ability that includes sacrificing it in the cost. Can I sacrifice my opponent's Slivers to these abilities?

No. You can't sacrifice something you don't control, even as a cost (Betrothed of Fire would be another example). You also ignore any instructions to sacrifice something you don't control, but since you're generally required to choose what to sacrifice, this is likely



to come up only when permanents are changing control. Remember that you never choose what to sacrifice until it's actually time to sacrifice something. For example, the creature to sacrifice to Diabolic Edict isn't chosen until its effect resolves.

8) If two legends come into play during the same event (during Eureka's resolution, for example), does the game still know which legend came into play first?

Yes. The "rules-triggered" effects (effects triggered by general game rules rather than by cards) that bury duplicate legends and enchant worlds always know which of them came into play first (or that they came into play at the same time, if that was the case). This is true even if duplicate legends came into play during a single event.



9) What characteristics are copied by Unstable Shapeshifter, Dance of Many, and so on?

The following count as characteristics: name, color, casting cost, card type, type of permanent, type of spell or ability, creature type, expansion symbol, abilities, flavor text, power, and toughness.

A good rule of thumb is that any information found on a card is a characteristic, and any other type of information is not. For example, power and toughness can be found on a card, so power and toughness are always characteristics, even for permanents that don't actually have power and toughness printed on them (such as animated artifacts or lands). This means that a card's location (whether that card is tapped), its controller, and so on are not characteristics. Tokens have the same set of characteristics, even though effects that put tokens into play often leave many characteristics undefined.

Abilities gained by any means count as part of the permanent's characteristics, whether or not the effect explicitly adds text to the card (as Zombie Master's does). If you have Goblin King in play, for example, each goblin gains the characteristic of mountainwalk as well as having its power and toughness modified.

10) I notice that "controller" isn't listed under characteristics. Does this mean that the source's controller doesn't lock in when an ability is played?

No. In the past, the rules have referred to locking in the characteristics of a particular permanent at particular points, such as locking in the characteristics of a source when an ability is played. These rules have always been technically incorrect, especially when contrasted with the rulings on copy cards, which certainly don't copy the controller of the target! All references to locking a permanent's characteristics should actually be read as locking in its characteristics, its controller, and what it enchants (if it's a local enchantment).



ERRATA AND RULES ELIMINATIONS

11) Does Humility just change a creature's base power and toughness, or does it also override Giant Growths (and other effects) that have already resolved?

Previously, effects that set a creature's power and toughness to specific numbers were applied before any other effect.

For example, it used to be that a creature targeted first by a Giant Growth and then later by a Sorceress Queen was made 0/2 by the Queen's effect, and then got the +3/+3 back from the Giant Growth's effect, making it a total of 3/5.

This rule has been scrapped. Effects like Sorceress Queen's are now applied in the usual order with other abilities (last in, first out within a batch of effects). So in the example above, the creature affected by the Giant Growth would become a 0/2 creature if targeted later by the Sorceress Queen.

12) If my Spike Drone adds a +1/+1 counter to my Magmasaur, would that counter be counted by Magmasaur's upkeep cost?

Yes. Previously, counters that modified power and toughness (+1/+1 counters, for instance) were always considered distinct from each other, although counters



with names (storage counters, for instance) have always been interchangeable. This distinction has been eliminated. By default, all identical counters are now interchangeable with each other, whether they're identical because they have the same name or because they have the same power and toughness modifier. For example, all +1/+1 counters are interchangeable by default, but +1/+1 and +0/+1 counters aren't. Most abilities of older cards break this rule by specifically referring to "these counters" (the ones the permanent put on itself) or otherwise making it clear that only certain counters are used by that ability, but various rulings are affected by this change.

13) Would a copy of a card from an expansion be wiped out by that expansion's hoser? For example, would a copy of an Arabian Nights card be wiped out by City in a Bottle?

Yes, because "expansion symbol" is included in the list of characteristics given in the General Rules section above. Copy cards duplicate all characteristics of their target, and although some of them specifically exclude characteristics such as color, none of them exclude the expansion symbol. This means, for example, that City in

a Bottle now destroys copies of Arabian Nights cards. Note that it would still ignore tokens that are copies—such as Echo Chamber's token—since it specifically wipes out cards, not permanents.

SPECIFIC CARD RULINGS

14) When I use up the last counter on my Gemstone Mine, do I have time to sacrifice it to Squandered Resources?

Yes, because burying Gemstone Mine when the last counter is removed is a triggered effect, not part of the effect that adds mana to your pool. Therefore there's a delay between using the ability and burying the Gemstone Mine, which gives you time to sacrifice the Gemstone Mine to Squandered Resource's ability.

Tom takes this rules thing very seriously. Even his license plate reads: "DAROOOOLZ."

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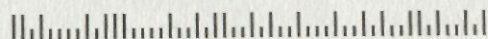
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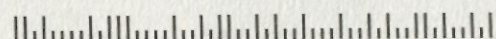
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Tournament News

Pro Tour—Chicago: *First-Class Competition in the Second City*



▲ Pro Tour rookie Randy Buehler scored big in the Windy City.
▼ Chicago also marked the start of the new Junior Super Series.

There wasn't much for a bluesman to sing about when **Magic: The Gathering** hit Chicago this fall. From October 10 through 12, Chicago's Navy Pier enjoyed perfect weather, breathtaking views of both the Windy City and Lake Michigan, and the largest field of competitors the Pro Tour has ever seen.

More than 324 players qualified for Pro Tour—Chicago, and the Extended card pool (which includes *The Dark* through *Weatherlight* sets) encouraged diversity among the deck types. Not all the players were so encouraged, however; New Jersey semifinalist John Finkel declared it "easy" to predict what deck types he would have to face, because "there are a lot of things that *everybody* is playing with." Still, the sheer number of competitors and cards had an impact on the metagame. As Sweden's Olle Råde pointed out, "There are usually three or four deck types [to prepare for] instead of sixteen."

Those that did make it to the Top 8 did so by turbocharging familiar and established deck themes with the most powerful cards available outside of Classic (Type I). Finkel's Prison variant with Gaea's Blessing and Aura of Silence

drew ecstatic praise from Pro Tour insiders; Råde and Virginia's Kyle Rose used white weenies, Lightning Bolt, and Armageddon to good effect. Austinite Adrian Sayers and Randy Buehler of Pennsylvania added red to traditional Necro while Tongo Nation's Justin Schneider and David Mills played identical blue-red Frenetic Efreets decks and Seattle's Max Suver played a blue-red

creature removal/denial deck. (See *Top Decks*, p. 40.)

Sunday saw the Top 8 cycle through all their matches in a remarkably short time, with similar deck types facing and eliminating each other in the quarterfinals. Buehler got the better of Sayers

3–2 in a battle of the Necrodecks, and Mills's Efreets were more frenetic than Schneider's. Finkel's creatureless Winter Orb recipe proved too rich for Råde, who fell 3–1, and Suver's big blue machine crushed Rose's Erhnageddon 3–0. In the semis, Mills was able to get his Efreets past Finkel's defenses for a fast 3–0 victory, and Buehler defeated Suver 3–1 largely with his Demonic Consultation–Lake of the Dead–Drain Life combo.

The new format and the large field challenged many of the Pro Tour's top names, and many of the Tour's perennials failed to make it into the top 100. In the Finals, Buehler and Mills fought an even battle until the very last moments of Game 4, when Buehler capitalized on a lapse in Mills' concentration to win the game and the match. The oldest rookie in a field of veteran youngsters came away with the championship.

—Scott McGough



Junior Super Series:

They're Going to Disney World!

The inaugural Junior Divisional Championship found 156 players aged eighteen and under competing in Chicago to be among the first representatives to next summer's Super Series Championship, to be held at Walt Disney World in Orlando. Day 1 of the Central Division Championship, which was open to all **Magic** players eighteen and under, had nearly a hundred competitors, approximately two-thirds of whom advanced to Day 2. These players were then joined by more than fifty other juniors who had qualified to participate with their performances in the Junior Challenges held over the previous few months. At the end of the Swiss-style competition on Sunday, sixteen players (eight from each age division: 15-and-under and 16–18) made the grade. Each lucky qualifying player received airfare and accommodations for two to next summer's Super Series Championship.

Many of the top finishers in the 16–18-year-old division had previously competed in the Pro Tour, but saw the new Super Series as an opportunity to compete against players their own age. Two of the veterans, Pennsylvania's Geoffrey Anders and Jeremy Baca of Dallas, competed on Friday in Pro Tour—Chicago but missed the cut (finishing 72nd and 83rd respectively). Top finisher Steve Hirsch of Wantagh, New York, another veteran who finished outside the Top 64 after the first day of Pro Tour competition, figured he had "nothing to lose" by entering the Division Championship. Perhaps for this very reason, the competition among these players was fierce.

"The competition level here was tougher than I expected," said Madison, Wisconsin's Matt Severa, who competed in Pro Tour—New York earlier this year. Baca, however, stated unequivocally that "there's no comparison" (continued on page 34)

Tournament News (continued)

between the Super Series and the Pro Tour. "Almost every deck I saw here was a variation of something on the Internet," he said. Missouri's Ian Slattery cited a lack of playtesting as a common weakness among the decks he faced: "The decks that do well are usually the ones where the players put that something extra into them."

Jonathan Gary of North Miami Beach, Florida, celebrated his fourteenth birthday one day early by placing first among all players fifteen and under. The younger brother of reigning U.S. National Champion Justin Gary,

Jonathan boldly stated that "it's not too long" before he'll be competing alongside his elders in the Pro Tour. Others weren't quite as confident going into Sunday's competition. "I didn't really expect to get this far," said Jason Means, "but I finished [Day 2] at 5-1." Ohio's Chad Drager, another Top 8 finisher, admitted he was "looking forward to the money" he would receive by participating in the Super Series Championship. Indeed, each of these players will receive scholarship funds in the amount of at least \$1,000 simply by showing up for Day 2 of the Super Series Championship.

The Western and Eastern Division Championships will coincide with the remaining U.S. Pro Tour events (Los Angeles and New York). Each of these Divisional Championships will qualify an additional sixteen players for Day 2 of the Super Series Championship in Orlando. Scholarships totaling \$250,000 will be divided among all players who reach Day 2 of the event. —*Andy Collins*

Arena League News: **Vanguard Returns in January**

Arena—The League for Magic: The Gathering will be starting 1998 with a bang! The Winter Season of Arena league play (Jan. 2–Feb. 9) will feature an all-new *Vanguard* set. This new set of eight cards, like the first, will be available exclusively through the Arena league for its initial release. This time around, however, players will receive a full set of cards upon registration for the season, instead of four of the eight cards as they did during the first Arena season to feature *Vanguard* cards (Summer 1997). This will allow players even greater flexibility when building decks to use with these cards. As with the last *Vanguard* season, players will use Standard (Type II) decks along with the *Vanguard* cards.

The first *Vanguard* season was the Arena league's most popular, so don't miss out on the next!

What if there is no Arena store in my area? Wizards of the Coast often gets calls from players who want to join the Arena league but don't have any participating stores in their areas. There is still plenty of time for your local game or hobby store to register for Arena's Winter Season. Talk to your retailer and encourage him or her to sign up. Many of the current Arena stores signed up because of their players' insistence. Registration is as easy as placing a call to Wizards of the Coast Merchant Relations at (800) 821-8028. —*Judy Holman*



DCI News: OFFICIAL CHANGES TO THE STANDARD FLOOR RULES BANNED & RESTRICTED LISTS

1) Changes Effective October 1, 1997. Standard (Type II) Banned List: no alterations; Extended Banned List: Hypnotic Specter is added and Juggernaut is removed; Classic Restricted (Type I.5) Banned List: no alterations; Classic (Type I) Banned List: no alterations; and Classic (Type I) Restricted List: Candelabra of Tawnos, Copy Artifact, Feldon's Cane, Mishra's Workshop, and Zuran Orb are all removed.

The DCI players' organization announces changes to its Banned and Restricted Lists four times each year: March 1, June 1, September 1, and December 1. We have received several requests for a "philosophy statement" to accompany our quarterly announcements so DCI members will understand the logic behind our decisions to ban and restrict (or to "un-ban" and "un-restrict") certain cards. We hope this information proves useful to you. Please don't hesitate to contact the DCI with any questions or comments regarding this statement. The DCI can be contacted via phone at (425) 204-8032, or fax at (425) 204-5820, or through email at <dc@wizards.com>.

2) Explanation of Extended Format Changes. Hypnotic Specter is

added to the Banned List because it presents a tremendous swing advantage in the game. Quite simply, if a player casts Hypnotic Specter and his or her opponent doesn't respond immediately, the opponent will usually lose the duel. Since the low casting cost of Hypnotic Specter makes it very easy for a player to cast on the first turn, many duels are won or lost on the first turn. This level of game swing is more acceptable in the Classic tournaments, where many more degenerate first-turn plays are possible, but it's not acceptable in the Extended format.

Juggernaut, meanwhile, is removed from the Banned List because the Extended format allows players to deal with the card in any number of ways. It therefore doesn't represent a significant imbalance to the format.

3) Explanation of Classic Format Changes. Candelabra of Tawnos, Copy Artifact, Feldon's Cane, Mishra's Workshop, and Zuran Orb are all removed from the Restricted List. The DCI staff believes these cards no longer present a significant game imbalance in the Classic format.

—*Jason Carl, Policy Director, DCI*

Upcoming Tournaments and events



december

Junior Super Series Western Division Challenges

Dec. 6	Missoula	(406) 543-9944
	Edmonton	(403) 483-2669
Dec. 7	Albuquerque	(505) 265-6100
Dec. 13	Boise	(208) 376-1942
	Salt Lake City	(801) 374-9058
	Tucson	(520) 790-2246
Dec. 14	Portland	(503) 761-4420
Dec. 20	Las Vegas	(801) 374-9058
Dec. 21	Puyallup	(206) 675-1608
Dec. 27	Anchorage	(907) 274-4112

Pro Tour™-Los Angeles Qualifiers

Dec. 6	Anchorage	(907) 274-4112
	Fargo	(701) 772-3954
	Birmingham	(770) 753-0030
	Albuquerque	(505) 265-6100
	Chicago	(847) 222-1994
	Stevens Point	(920) 623-0244
	Indianapolis	(317) 578-3459
	Seattle	(206) 675-1608
Dec. 7	San Francisco	(650) 947-0398
	Pittsburgh	(800) 529-3976
Dec. 13	Salt Lake City	(801) 374-9058
	Knoxville	(770) 753-0030
	St. Louis	(847) 222-1994
	Los Angeles	(714) 444-4601
	Denver	(303) 366-3977
Dec. 14	Columbus	(800) 529-3976
Dec. 20	High Point	(910) 889-9900
	Las Vegas	(801) 374-9058
	Atlanta	(770) 753-0030
Dec. 27	Harrisburg	(800) 852-2442

Visit our Website for World Wide
Qualifier Tournament Locations.

Pro Tour-Mainz
Dec. 5-7

Grand Prix-San Francisco
Dec. 6-7

Grand Prix-Rio de Janeiro
Jan. 29-Feb. 1

Grand Prix-Madrid
Jan. 24-25

Arena™ Winter Season
Starts Jan. 2

FOR MORE INFORMATION
CALL (206) 624-0933
www.wizards.com/Magic

the main events

www.wizards.com/Magic

january

Junior Super Series Western Division Challenges

Jan. 3	Eugene	(541) 485-0375
	Houston	(713) 680-1870
	San Francisco	(650) 947-0398
Jan. 10	Honolulu	(808) 596-8236
	Sacramento	(916) 489-9211
Jan. 11	Los Angeles	(714) 444-4601
Jan. 17	San Francisco	(650) 947-0398
	Seattle	(206) 675-1608
Jan. 18	Phoenix	(714) 444-4601
	Vancouver	(604) 521-4471
Jan. 24	Denver	(303) 366-3977
	Seattle	(206) 675-1608
Jan. 25	Los Angeles	(714) 444-4601
Jan. 31	Lubbock	(806) 763-4054

Pro Tour-Los Angeles Qualifiers

Jan. 3	San Francisco	(650) 947-0398
	Kansas City	(913) 962-4263
	Providence	(800) 852-2442
	Chicago	(847) 222-1994
	Eugene	(541) 485-0375
	Little Rock	(501) 661-0870
	Houston	(713) 680-1870
Jan. 10	Columbia	(770) 753-0030
	Syracuse	(212) 633-6320
	Indianapolis	(847) 222-1994
	Lincoln	(402) 434-5056
	Los Angeles	(714) 444-4601
	Honolulu	(808) 596-8236
Jan. 11	Seattle	(206) 675-1608
Jan. 17	High Point	(910) 889-9900
	San Francisco	(650) 947-0398
	Miami	(770) 753-0030
	New York	(212) 633-6320
	Phoenix	(714) 444-4601
	Columbus	(800) 529-3976
	Grand Rapids	(847) 864-3542
	Fort Wayne	(847) 222-1994
Jan. 18	Vancouver	(604) 521-4471
Jan. 24	Orlando	(770) 753-0030
	Iowa City	(319) 338-0086
	Richmond	(804) 961-6953
	Dallas	(316) 522-2442
	Philadelphia	(800) 852-2442
	Louisville	(847) 222-1994
	Los Angeles	(714) 444-4601
	Columbus	(800) 529-3976
	Toronto	(905) 524-5725
	Denver	(303) 366-3977
Jan. 31	San Francisco	(650) 947-0398
	Washington, D.C.	(301) 881-3530
	Boston	(617) 666-5799
	Atlanta	(770) 753-0030
	Wichita	(316) 522-2442
	Chicago	(847) 222-1994
	Lubbock	(806) 763-4054
	Madison	(920) 623-0244
	Indianapolis	(317) 578-3459

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Dominian Chronicles

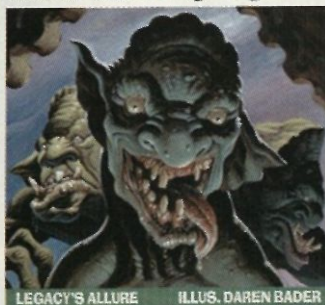
by Pete Venters

Stepping into the Darkness

Rath is a barren and harsh environment. The Vec, the elves, and other transplanted races have fought to survive, to maintain their fragile grip on existence in a world that doesn't seem to want them. But there are other species that have thrived in this new plane, and like Rath, they have learned to adapt in order to survive. Some have become like the plane, ever-changing and flexible, while others have simply become more brutal.

Moggs

The Moggs are an example of how an evincar can manipulate a species. The Moggs trace most of their lineage to gob-



LEGACY'S ALLURE ILLUS. DAREN BADER

lins, but while the Dominarian goblins have a few saving graces (if cowardice can be considered a grace), the Moggs have had much of this bred out of them. Vicious and stupid, they work tirelessly at their assigned tasks as long as there is a whip to remind them of the penalty for failure. Moggs lack the playful nature of their cousins and are more difficult to distract from their preset goals. They have been stripped of almost all personality and are left with only enough intellect to follow



STINGING LICID ILLUS. PAOLO PARENTE

orders. Imagination is not a desirable virtue in grunts, as imagination brings desires, which fuel rebellion.

Moggs have gained one specific advantage over their goblin cousins: brawn. The average Mogg is as physically powerful as a human, with a thick cranium planted on a muscular neck that can withstand a solid blow from a mace. Their flattened faces show no conscious personal concerns, except hunger at mealtimes and a wish to avoid punishment from their superiors.

Moggs have a highly attuned sense for artifacts and can literally smell them out: anyone entering Rath with artifacts rarely evades Mogg noses for long. Some believe this latest wrinkle in the Moggs' genetic makeup is an expression of Volrath's obsession with the artifacts of the Legacy.

Licids

Licids are peculiar creatures that blur the definition of an "independent life form." Licids live much of their lives as solitary creatures, preying upon rodents and insects. The species is very unfriendly to its own kind and certain breeds are blood enemies. It is believed that Licids are asexual

egg layers that leave their young to fend for themselves...however, this is all conjecture, as their ability to latch onto other creatures makes Licids notoriously difficult to track.

Licids can bond with a host (usually a human) to create either a symbiotic or a parasitic relationship. When attached, the Lcid's legs sink into the body of the host, and the two creatures gradually meld together at the point of contact. When the Lcid leaves its host, it disengages



BARBED SLIVER ILLUS. SCOTT KIRSCHNER

itself without physical harm to either organism. How the Lcid benefits from this union is unknown, though it must be important to the creature's life cycle, as every Lcid is thought to do this at least once in its life.

The Vec use beneficial Licids to enhance their combat skills, or as part of ceremonies. Lcid skin, bones, and tissue are also regularly used by the Vec as cloth, implements, and food. However, the potential harm some varieties of Lcid can do lead many potential hosts to avoid all contact with them.

Slivers

Slivers are amazingly adaptable creatures that exhibit a

wide variety of forms and abilities. At this time, there are known to be at least ten varieties of Sliver.

A Sliver begins to show distinct physical attributes within a few days of its birth. These changes may manifest in the form of wings, armor, additional weaponry, or heightened reflexes. What makes one Sliver a flyer while another grows armor is completely unknown, but some believe that a Sliver is defined before its birth, suggesting an intelligence that is manipulating the Sliver population. That intelligence is most likely Volrath, but how he achieves this population control is also unknown.

The Slivers have a unique hive mind which confers not only knowledge through collective consciousness, but also physical abilities. Newborn Slivers reach maturity within a matter of weeks; connecting to the hive mind, they become able to rapidly alter their form to incorporate the physical characteristics of any Slivers close to them. Hunting as a pack, Slivers' flexibility makes them lethal opponents.



HEART SLIVER ILLUS. RON SPENCER

The link to the hive mind has a limited range, however, and an opponent's only real chance of survival is to separate the

Sliver swarm into smaller groups. Slivers prefer warm regions, hanging from ceilings in groups that resemble large pine cones.

The Belly of Rath

The Furnace of Rath is a cavernous, molten chamber deep beneath the



FURNACE OF RATH

ILLUS. JOHN MATSON

evincar's stronghold. The vast room is filled with hundred-foot heating elements that convert solid rock into a molten form for the production of flowstone. At the furnace's core, the temperature steadily rises until the lava is white hot, when it is sucked up into the stronghold far above. This is the font from which flowstone is formed, the molten birthplace of Rath.

Such enormous temperatures have to be vented, however, and even with the colossal ducts spewing heat and ash into the Cinder Marsh, stress fractures still form in the walls of the subterranean complex. These fractures often develop into large passages that can lead up to the massive network of caves surrounding the stronghold's main chamber.

As their size and complexity increased over the decades, the passages became a security concern to the successive evincars of Rath. A by-product of the flowstone manufacturing process was funneled in to fill these cracks: a black, tar-like substance that has some of flowstone's shapeshifting properties. The flowstone refinery now features dedicated channels that carry the black stuff to the caves when and wherever it's required. Like the

flowstone, the black goo responds to the will of the evincars and will automatically clear passages when necessary. It is also effective for the disposal of corpses, as it disintegrates flesh on contact.

What no one realized is that when living beings are dissolved in the black substance, their memories and life-forces are also absorbed. As a result, these "Death Pits" have developed a primitive predatory consciousness, and a cruel playfulness toward prey. Taking indigestible bones, armor, weapons, and any other leftovers, the Death Pits recombine these bits and pieces into undead-like puppets known as "Carrionettes." Manipulating these "bodies" through long tendrils, it attacks intruders via swordplay, hand-to-hand combat, and other strangely mimetic ways. Once the victims are subdued, the Carrionettes grab on and take them back to the main body of ooze. If this thin tendril is cut in battle, the reanimated corpse collapses into a black, watery mess.

What's Coming Up?

My lunch, that's what! The Death Pits really are one of the grossest parts of Rath, and congratulations should go to Anson Maddocks and Mark Tedin for designing the slimiest part of this plane.

Well, that's all the info we brought back from our tour to Rath,



DEATH PITS OF RATH

ILLUS. JOEL BISKE

but you can be sure we'll be going back again...but next time, I'm going to stand behind Tahngarth and let him deal with the Moggs....

Rath is brought to you by the Magic Creative team, that busted its collective butt to bring you this dark new world.

Dominian FAQ

<continuity@wizards.com>

The official Dominaria answers column email address is live! If you have any questions about ancient or recent history in Dominaria, please email them to <continuity@wizards.com> with "Dominian FAQ" in the subject line; though we cannot respond to each question individually, we will pick a selection of the most common questions (and the occasional oddity) to answer.

Is Squee, the Weatherlight's cabin boy, the same Squee that appears in the flavor text of Relentless Assault?

No. Squee is a relatively common name among goblins. In a lot of goblin tribes a newborn is named by its mother during birth. This has a habit of creating some rather guttural and/or squeal-sounding names. Squee was obviously a difficult birth (ugh!).

We know Rath pulls people in (such as the Soltari, Dauthi, and Skyshroud Elves), but how often have Rath denizens made it to Dominaria?

It certainly is possible to make it back to Dominaria through such portals, but two factors are against you.

- 1) Rath seems to act like a low-pressure zone when attaching to Dominaria—trying to get back to Dominaria through such a portal is like walking against a heavy wind, or swimming upstream in a rushing river.
- 2) The interfaces between worlds are predominantly random, and being on the scene when one happens takes either great timing or the ability to track these events. The only machinery currently capable of this is in the hands of the evincar.

—P.V.

Extra Pulled

Not every card created in design makes it through the development process. The fate of these unwanted cards is a murky, mysterious folder hidden in the bowels of R&D. This little known list is called "Extra Pulled."



▲ The goal of this card was to create a sorcery that naturally restricted itself to two uses. Unfortunately, our lawyers got a little squeamish and there were numerous tournament concerns. (For example, can the average competitor tell a kidney from a spleen?)



▲ The creator of Lion's Eye Diamond, Charlie Cattino, occasionally tries to create cards that skate that fine line between worthless and completely worthless. The Homarid Leper was to be his masterpiece. Unfortunately, Charlie chose to pull the card from development when William Jockusch created the broken Homarid Leper/Sorrow's Path/Seafarer's Quay/Wood Elemental deck.

New! Theme Weavers

"Theme Weavers" is a new section in the Magic Compendium where we highlight decks that are light on strategy but heavy on theme. If you have a deck you would like to submit, send a card list and a short explanation of your deck to "Theme Weavers," c/o The Duelist, P.O. Box 707, Renton, WA 98057-0707, or to <duelist@wizards.com>. Please include your name, address, and phone number for verification purposes. Explanations may be edited for length or clarity.

LIVING in LA-LA LAND

As a former Los Angelino, I decided it would be fun to construct a deck in tribute to my old stomping grounds. I started off with as many natural disasters as I could find (Earthquake, Mudslide, and Flooded Shoreline to name a few). Then I added in a little bit of atmosphere (Greed, Duplicity, and Disharmony). Next, I sprinkled in a touch of "the Biz" (Inspiration, Feast and Famine, Falling Star, and so on.). Finally, I threw in Taste of Paradise to remind people that L.A. does have its good points. My desire is that the deck would play much like the City of Angels: you never know what might happen next.

—Mark Rosewater

ARTIFACTS

- 1 Puppet Strings
- 1 Reflecting Mirror

BLACK SPELLS

- 1 Breeding Pit
- 1 Circling Vultures
- 1 Coercion
- 1 Dry Spell
- 1 Feast or Famine
- 1 Greed
- 1 Lost Soul
- 1 Mind Warp
- 1 Souldrinker

BLUE SPELLS

- 1 Betrayal
- 1 Duplicity
- 1 Erosion
- 1 Flood

Flooded Shoreline

- 1 Inspiration
- 1 Invoke Prejudice
- 1 Musician
- 1 Propaganda
- 1 Riptide

GREEN SPELLS

- 1 Killer Bees
- 1 Taste of Paradise

RED SPELLS

- 1 Aftershock
- 1 Anarchy
- 1 Burnout
- 1 Disharmony
- 1 Earthquake
- 1 Falling Star
- 1 Flashfires
- 1 Heat Wave

WHITE SPELLS

- 1 Angry Mob
- 1 Brainwash
- 1 Drought
- 1 Visions
- 1 Wrath of God

LAND

- 1 Brushland
- 2 Desert
- 3 Forest
- 3 Island
- 3 Mountain
- 2 Plains
- 1 Scabland
- 3 Swamp
- 4 Undiscovered Paradise
- 1 Wasteland
- 1 Winding Canyons

SAIL the SEVEN SEAS

I made this deck as part of a series of decks based on movies and/or books. It was inspired by *The Princess Bride*, *The Black Swan*, *Against All Flags*, and numerous other pirate/swashbuckling movies. I put in Dancing Scimitars for fancy sword play and Bog Rats to represent ship's rats. Fear and Terror are always played with a resounding "Run away," while an Oubliette must be followed by "To the brig with you." For a lot of fun, put a Fear on a Merchant Ship, attack each turn for 2 life, then spend that life on Greed to draw a card. "Avast ye, matey."

—Andrew Finch



ARTIFACTS

- 3 Dancing Scimitar
- 2 Mystic Compass

BLACK SPELLS

- 3 Bog Rats
- 2 Fear
- 2 Greed
- 3 Terror
- 3 Oubliette

BLUE SPELLS

- 1 Sindbad
- 2 Merchant Ship
- 2 Kukemssa Pirates
- 3 Reef Pirates
- 3 Ghost Ship
- 3 Pirate Ship

GOLD SPELLS

- 1 Ramirez DePietro
- 1 Skeleton Ship

LAND

- 1 Island of Wak-Wak
- 1 Safe Haven
- 1 Tolaria
- 1 Seafarer's Quay
- 2 Underground River
- 4 Underground Sea
- 2 Bad River
- 7 Island
- 8 Swamp

Single-Card Strategies

by JEFF FRANZMANN

Master Decoy

Inky blackness followed in the wake of the hunter. It had been stalking its prey for weeks, and though it seemed only to fall further and further behind, its primitive intellect refused to surrender the hunt. The creature did not understand its ultimate failure, for it had been sent after a Master Decoy.



In any environment, Limited or otherwise, the ability to tap any target creature can prove useful in a wide range of situations. Master Decoy allows you to selectively determine which creatures your opponents can attack with and which they can block with, giving you a significant advantage. Master Decoy also allows you to deal with some of the greatest dangers in Limited play without restricting your card choices. Flying, landwalking, and shadow (a new creature ability from the *Tempest* expansion) are some of the most potent abilities in Limited, but Master Decoy allows you to prevent these creatures from attacking without having to resort to specialty spells of limited use, like *Down-draft*. Master Decoy can also be used to hammer your opponent with his or her own upkeep effects. Repeatedly tapping your opponent's *Aku Djinn*, for example, eliminates it as a threat but still gives your creatures a +1/+1 bonus each turn.

SINGLE-CARD STRATEGIES IS A TRADEMARK OF JEFF FRANZMANN.



International Report

Portugal

Rortugal is a land of wine, olives, explorers—and a vibrant Magic scene. The Portuguese edition of *Magic* is actually the same as the Brazilian edition, as the two countries share a common language (with a few differences in dialect). But while Portugal is linked to Brazil by history and a common language, its Magic players have created a new and active environment on their own.

Magic arrived in Portugal with *Fourth Edition*. Because the Classic (Type I) cards are so rare, the greatest attractions at Portuguese tournaments are prizes that include out-of-print cards or older expansions. Black Lotus, Time Walk, dual lands, and entire sets of *Alliances*, *The Dark*, and *Antiquities* have been given away as first-place prizes at Portuguese tournaments. Portuguese players often buy old, powerful cards directly from shops in the U.S. via the Internet. In short, the Portuguese tournament scene is booming.

Tournaments and Champions

The local company that promotes and organizes Portuguese Qualifiers and Championships employs the only DCI-certified judge in Portugal (José de Freitas). A judge certification test was held some time ago that attracted twenty participants, but the results aren't in yet. The flood of new tournaments is making it difficult to find enough judges.

The Magic scene started last year with just a few tournaments in Lisbon, mostly to show the game to new players. The first big tournament, a *Mirage* Prerelease held last September, attracted ninety players. The organizers were very proud of the attendance at the time, but the numbers keep growing. In November a tournament drew 160 players, and by May a full 210 players attended the Pro Tour—New York Qualifier. Not bad in a country of just ten million people.

That Black Lotus is Mine!

Dr. Olga Berens de Carvalho plays to win.

An interesting twist on the Portuguese tournament scene is the relatively large number of women competing. One of them, a doctor named Olga Berens de Carvalho, won a 160-player event last November and received a Black Lotus card. De Carvalho is thirty-six years old

and the mother of two, and is a staff doctor at a hospital. She's not the only winning woman in Portugal, nor the only doctor. Dr. Joana Saraiva plays Magic any chance she gets, and Marta Peralta—the Portuguese National Tennis Champion of a few years ago—competes in almost every tournament. Among the sixty-four players that competed at the Portuguese National Championships this year, four were women: Olga Berens de Carvalho, Cátia Azóia, Joana Saraiva, and Marta Peralta.

The Local Champ

Twenty-four-year-old Luis Figueira won the Portuguese National Championship in June with a "Kiss" deck: black-and-red weenie with direct damage cards. The Kiss deck's core cards are *Forsaken Wastes* and *Shadow Guildmage*, and the deck was designed to beat the five-color green decks and Counter-Post decks so popular in Europe. Although Kiss is a fast deck, it has trouble with big-creature decks and red blaster decks. Figueira dealt with such problems with his sideboard, which contained *Hydroblast*, *Contagion*, and *Dystopia*.

The first day of competition at the National Championship featured an *Alliances-Fifth Edition-Visions* Booster Draft, while on the second day the competitors fought it out in a Standard (Type II) tournament. The Top 8 players went to the single-elimination finals. Figueira visited the U.S. for the first time when he traveled to Seattle with the Portuguese team for the World Championships. —Wolfgang Baur



Championship DECKS

THE TOP 4 from Pro Tour—Chicago's Extended Competition

RANDY BUEHLER (CHAMPION)

Main Deck

- 2 Bad River
- 4 Badlands
- 4 Demonic Consultation
- 3 Disenchant
- 4 Drain Life
- 2 Firestorm
- 3 Gemstone Mine
- 4 Hymn to Tourach
- 1 Ihsan's Shade
- 2 Incinerate
- 4 Knight of Stromgald
- 3 Lake of the Dead
- 4 Lightning Bolt
- 4 Necropotence
- 4 Order of the Ebon Hand
- 4 Scrubland
- 8 Swamp

Sideboard

- 2 CoP: Black
- 1 Disenchant
- 1 Firestorm
- 3 Honorable Passage
- 2 Mind Warp
- 3 Pyroblast
- 3 Terror

JOHN FINKEL (SEMIFINALIST)

Main Deck

- 3 Armageddon
- 3 Aura of Silence
- 4 Counterspell
- 1 Flood Plain
- 2 Gaea's Blessing
- 2 Gerrard's Wisdom
- 4 Icy Manipulator
- 4 Marble Diamond
- 4 Mishra's Factory
- 2 Plateau
- 1 Pyroclasm
- 3 Savannah
- 3 Serrated Arrows
- 3 Sky Diamond
- 2 Swords to Plowshares
- 2 Sylvan Library
- 4 Tithe
- 4 Tundra
- 2 Undiscovered Paradise
- 1 Volcanic Island
- 3 Winter Orb
- 3 Wrath of God

Sideboard

- 1 Aura of Silence
- 1 Disenchant
- 3 Erhnam Djinn
- 1 Gaea's Blessing
- 2 Gerrard's Wisdom
- 1 Hurkyl's Recall
- 2 Pyroblast
- 1 Red Elemental Blast
- 3 Wildfire Emissary

DAVID MILLS (FINALIST)

Main Deck

- 2 Control Magic
- 4 Counterspell
- 1 Desertion
- 2 Disenchant
- 1 Disrupt
- 1 Earthquake
- 2 Fireball
- 2 Flood Plains
- 2 Force of Will
- 4 Frenetic Efreet
- 4 Impulse
- 2 Island
- 3 Kjeldoran Outpost
- 4 Lightning Bolt
- 4 Mishra's Factory
- 1 Plain
- 4 Plateau
- 1 Serrated Arrows
- 1 Suq'Ata Firewalker
- 1 Swords to Plowshares

- 4 Tithe
- 4 Tundra
- 4 Volcanic Island
- 2 Wildfire Emissary

Sideboard

- 3 Blue Elemental Blast
- 1 Disenchant
- 4 Dwarven Miner
- 2 Gerrard's Wisdom
- 2 Mana Web
- 3 Nevinyrral's Disk

MAX SUVER (SEMIFINALIST)

Main Deck

- 2 Air Elemental
- 3 Arcane Denial
- 4 Counterspell
- 2 Earthquake
- 3 Flood Plain
- 4 Force of Will
- 2 Icy Manipulator
- 8 Island
- 2 Man-o'-War
- 3 Phyrexian Warbeast
- 4 Quicksand
- 4 Sky Diamond
- 4 Soldevi Excavation
- 3 Suq'Ata Firewalker
- 4 Volcanic Island
- 4 Waterspout Djinn
- 4 Winter Orb

Sideboard

- 1 Blue Elemental Blast
- 3 Control Magic
- 2 Hurkyl's Recall
- 3 Hydroblast
- 1 Mana Short
- 2 Pyroblast
- 2 Sand Golem
- 1 Tormod's Crypt

compiled by
Jeff Donalds

Key Plays

If you see or hear about a particularly interesting key play, write to us about it at "Key Plays," c/o The Duelist, P.O. Box 707, Renton, WA 98057, or <duelist@wizards.com>.

Something Like a Phenomenon



Randy Buehler's Day On:

Everyone was surprised when Buehler, right, cast Drain Life to oust Mills in the finals.

for the entire game due to Mills' early Dwarven Miner. Buehler managed to summon quite a few Knights and was slowly reducing Mills' life total, but Mills had control with a Wildfire Emissary in play alongside the Miner and a Lightning Bolt in hand.

Buehler had one trick left up his sleeve. Knowing the end was near, he attacked with his last two Knights. Mills blocked one with his Emissary and chose not to block the other, allowing himself to drop to 4 life. Buehler then played Lake of the Dead, sacrificed a swamp, and hit Mills with a four-point Drain Life. Mills had no counterspell and lost the game. Both players were shocked at the sudden conclusion of the match: Mills, because Buehler was able to cast the large Drain Life, and Buehler because Mills had no counterspell ready. If Mills had blocked the second Knight or used the Lightning Bolt to destroy it, the outcome would have been different.

Barishi Antics

Canadian National team member Eduardo Ito was in a sticky situation during the 1997 World's team competition. Ito was locked in a creature standoff and neither player could attack effectively. Ito had five cards left in his library while his opponent had six. It looked as though Ito would run out of cards first and lose the game. Ito, however, did not win a spot on his team by giving up easily.

Ito attacked with a Battering Ram and used Heavy Ballista to kill it, sending it to the graveyard. The spectators watched in confusion as he repeated this move with another creature the next turn. It looked as though Ito was conceding the game with these wacky shenanigans. Then Ito attacked with

his Barishi, using D'Avenant Archer and Heavy Ballista to kill the creature. When the Barishi went to the graveyard, its special ability triggered, causing all of Ito's creatures in the graveyard to be shuffled into his library. Thanks to some creative tactics, Ito turned the tables on his opponent, and was no longer in danger of running out of cards first.

Remember, every play counts.



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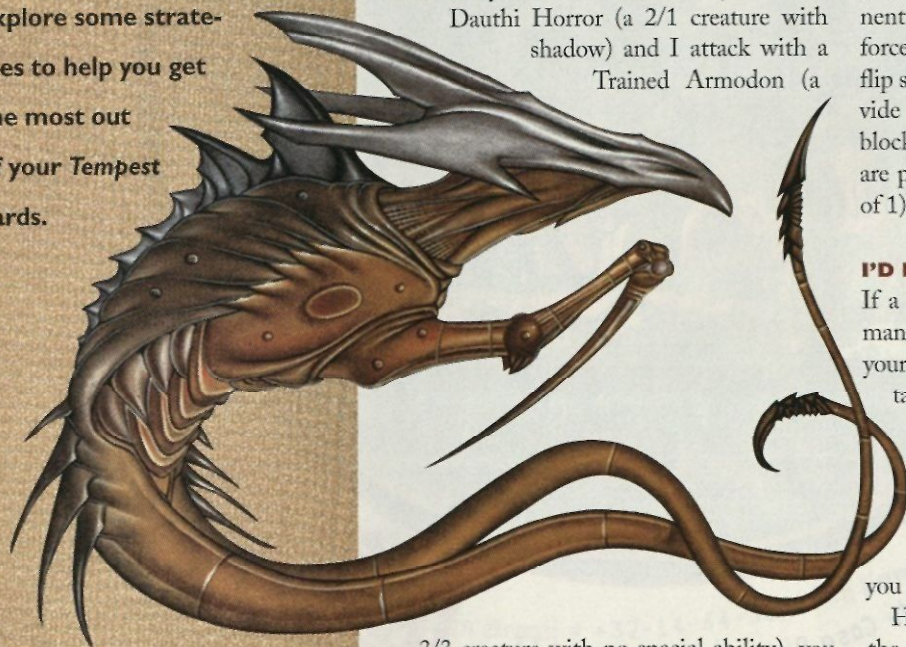
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STRAIGHT FROM THE START

by Melody Alder



Just when you thought you'd mastered all the old **Magic** rules—you know, phasing, flanking, and cumulative upkeep—you find that *Tempest* has new card and creature abilities. You may not have thought about what shadow, buyback, Slivers, and Licids can do in combination with other cards and effects, but that's what I'm here for. This issue, we'll look at how each new game mechanic works, clarify the rules, and explore some strategies to help you get the most out of your *Tempest* cards.



Shadows and Slivers and Licids, Oh My!

Getting the Most Out of Tempest's New Game Mechanics

THE SHADOW DIMENSION

A creature with shadow, according to the text on the card, "can block or be blocked by only creatures with shadow." That sounds pretty simple—kind of like flying, right? But unlike creatures with flying, creatures with shadow can't block an attacking creature unless that attacker has shadow too.

Think of creatures with shadow as dwelling in a separate dimension where only creatures with shadow are permitted, and they can't ever leave. So if you have a Dauthi Horror (a 2/1 creature with shadow) and I attack with a Trained Armodon (a

must be met before a creature is blocked. Normally, a Wall of Diffusion could block a Dauthi Horror because the Wall can block creatures with shadow—but what happens if you somehow give your Horror flying? Even though the Wall can block a creature with shadow, it can't soar upwards to block a flyer. The same is true in reverse. A Canopy Spider can block flyers, but it can't block shadow flyers because it can't enter the shadow dimension.

Obviously, creatures with shadow are a powerful offensive threat. If your opponent has no such creatures, your shadow force will be virtually unblockable. On the flip side, creatures with shadow don't provide any real defense, as they can only block other creatures with shadow and are pretty fragile (most have a toughness of 1). Thus, you want to hit hard and fast.

I'D LIKE TO BUY BACK A SPELL, PAT

If a card has buyback, you can pay extra mana when you're casting it to return it to your hand. For example, *Capsize* returns a target permanent to its owner's hand and has a buyback of 3. If you want to put *Capsize* back in your hand after the spell resolves, just pay three more mana of any color, along with the casting cost of 1 when you cast the spell.

However, when you pay for a buyback, the casting cost is still the actual cost printed on the card. This makes a difference if your opponent wants to *Spell Blast* your buyback card. Even if you pay the extra mana to buy back *Capsize*, your opponent can *Spell Blast* it by paying 4 plus 3 (the total casting cost of *Capsize* in generic mana). She would not have to pay

3/3 creature with no special ability), you can't block the Armodon because the Horror can't come out of its shadow dimension to block. Likewise, if you attack with the Horror, my Trained Armodon can't block because the Armodon can't enter the shadow dimension.

Remember that all blocking conditions



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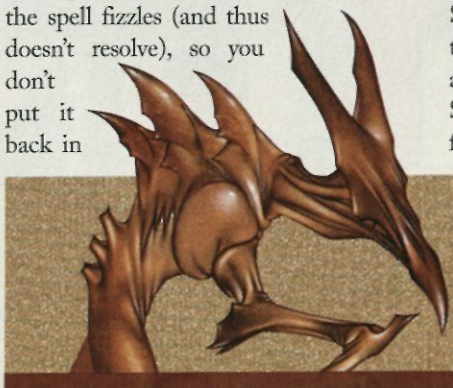
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the buyback cost as well. Also, buyback spells only return to your hand after they have resolved, and a countered spell never resolves. So, when your opponent Spell Blasts your Capsize, it goes to the graveyard like any other countered spell, even though you paid the buyback cost.

In addition, if the target of your buyback spell is gone by the time it resolves, the spell fizzles (and thus doesn't resolve), so you don't put it back in



Bonuses gained from a Sliver in play are lost immediately when that Sliver leaves play.

your hand. Let's say you cast Capsize to return your opponent's Armored Pegasus to his hand, paying for the casting cost as well the buyback. In response, your opponent casts Dark Banishing (an instant that destroys a non-black creature) on his own Pegasus. The Dark Banishing will occur before your Capsize, and the Pegasus will be destroyed. Next, your Capsize tries to go off, only to discover its target is gone. Because there is no valid target, the Capsize fizzles, and you can't put it back into your hand because the spell never resolved. So even though your opponent destroyed his own creature, he prevented you from getting back your Capsize—an interesting strategy that may well have been worth the price.

HI-YO, SLIVER

Slivers are new creatures that accumulate the natural abilities of other Slivers, much like Plague Rats accumulate power from all other Plague Rats. The text on the Sliver cards is pretty self-explanatory, but there are differences to keep in mind.

First, Slivers affect themselves (as opposed to Plague Rats, which always depend on other rats for more power). For example, Muscle Sliver is a 1/1 creature that gives a +1/+1 bonus to all Slivers in play (including itself and your opponent's Slivers). Thus, the first Muscle Sliver becomes a 2/2 creature, even with no other Slivers around. If a Winged Sliver

(1/1, all Slivers gain flying) enters play, your Muscle Sliver is suddenly a 2/2 creature that flies, and so is your Winged Sliver. Remember, though, that Slivers only share their natural abilities. If you enchant your Muscle Sliver with Regeneration, for example, other Slivers don't automatically gain regeneration.

Second, the bonuses gained from a Sliver in play are lost immediately when that Sliver leaves play. In our example above, if I attack with both the Muscle Sliver and the Winged Sliver, you'll be facing a total of 4 damage if you have no

flyers of your own. But if you Incinerate the Winged Sliver before you declare blockers, it will go to the graveyard, taking its natural flying ability with it. The Muscle Sliver will then drop to the ground so you can block it with your ground troops.

HERE A LICID, THERE A LICID...

Licids are creatures you can turn into creature enchantments by tapping and paying a certain amount of mana. For example, Nurturing Lcid is a 1/1 green creature. If you pay ♣ and tap the Nurturing Lcid, it ceases to be a creature and becomes a creature enchantment that regenerates another creature for ♣. When you activate a Lcid's special ability, you must move it onto the creature it enchants. You can then change the Lcid back to a creature at any time by paying a second cost indicated on the card—in Nurturing Lcid's case, the cost is ♣.

Keep in mind that a Lcid is never a creature and a creature enchantment at the same time; it is always one or the other. So, while the Lcid is an enchantment, your opponent can't deal damage to it or otherwise destroy it like she would a creature. And as long as it's a creature, the Lcid cannot be touched by cards that affect enchantments.

Now, there are some tricky rules at work here, so let's take a look at what happens when a Lcid changes form. When a Lcid becomes an enchantment, it jumps

onto another creature. And, since you tap it as part of the cost, the Lcid becomes a tapped creature enchantment, even if the creature it jumps onto is untapped. This does not "shut off" its abilities (tapped enchantments still function normally, unlike tapped artifacts). The enchantment will then untap during its controller's next untap phase. So even if you put your Lcid on your opponent's creature, it will not untap until your next untap phase. Also, you don't have to tap a Lcid to change it back into a creature, so you can hop it off any time you can play instants (assuming you have the mana available).

All this leads to some interesting strategies. As long as you can pay the mana, Licids are nearly indestructible. Say your opponent tries to destroy your Lcid with a Dark Banishing. In response, you turn the Lcid into an enchantment and the Dark Banishing fizzles. If your opponent then tries to Disenchant your Lcid or Incinerate the creature it's enchanting, you can save your Lcid by changing it back into a creature.

Now, let's say you block two attackers with a Nurturing Lcid and a Skyshroud Elf. Before damage is dealt, turn the Lcid into a creature enchantment and hop it onto the Elf. The creature the Lcid was blocking is still blocked, but the Lcid suffers no damage since you removed it from the combat. Plus, you can now regenerate the Elf. If your Lcid is already enchanting the Elf (and untapped), you can even respond to the attack by hopping the Lcid off the Elf, declaring it as a blocker, and then hopping it back onto the Elf.

FROM BEGINNER TO PRO

If you feel a little clumsy playing with these new *Tempest* abilities at first, don't be discouraged. Just remember, the best way to learn—and have fun too—is to get out those *Tempest* cards and play. I usually recommend playing nonstop for three days (bathroom and food breaks are allowed), but I suppose it's understandable if you have a life outside of Magic.... Just don't let your opponent know that. ♣

Melody is so dedicated to keeping our new players on top of the rules, she sometimes actually plays Magic in the bathroom.

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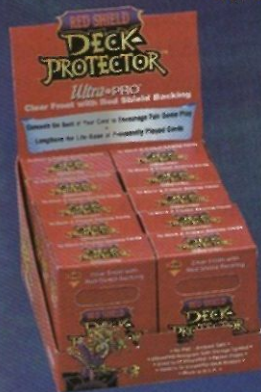
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by Beth "BethMo" Moursund



Rainbow Heaven

A multicolor mono-deck starts with a core of one color, and appropriate basic lands, then adds lands which can produce any color of mana and "cream of the crop" spells from each of the other colors. These spells follow two rules: they provide some ability that's not available in the core color, and they require only one colored mana.

For years, it was a Magic truism that four- and five-color decks were too random for tournament play. Serious tournament decks were monocolored or two-color, with an occasional splash of a third shade. Now, a new breed of decks challenges that wisdom. These "multicolored monodecks" include Five-Color Green (G5C), which won many U.S. Regionals this year, and the Four-Color Black and Five-Color Black, both which did well at the '97 U.S. Nationals and Magic World Championships.

FIVE-COLOR GREEN

This deck begins with the same cards as a fast green creature horde. The mana curve drops off steeply: roughly half the creatures cost only one mana, and half to two-thirds of the rest cost two. Four Birds of Paradise and four Quirion Rangers are a key part of this contingent; the Birds help provide the multicolored mana needed for off-color spells, and both Birds and Rangers help the deck cast big spells quickly and thrive when Armageddon or Winter Orb comes along.

Other creatures all have a high value-to-cost ratio, just like a Sligh deck. Granger Guildmage is popular in the one-mana slot, since you'll have the red mana to use its "Tim" ability. For two mana, River Boa is one of the best creatures in existence, and Whirling Dervish is another good choice, especially if black is popular. You only need a few three- or four-mana creatures; Lhurgoyf or Maro are the usual four-mana choices. Maro might seem out of place in a horde deck,

but Five-Color Green doesn't quite play like a horde; if it gets a Maro, this deck works much like Marogeddon. Also, Quirion Rangers help strengthen Maro by returning forests to your hand. Lhurgoyf becomes strong once the weenie creatures hit the graveyard.

The rest of the deck consists of good stuff from every color. Green has essentially no creature removal and no counterspells, but other colors can fill those gaps. Red's Incinerate, black's Terror, and blue's Arcane Denial are cheap, provide a capability not available in green, and require only one colored mana. From white comes the mass land destruction of Armageddon, and also Disenchant, which is more efficient than using Crumble and Tranquility. Finally, there are the artifacts. Winter Orb is the key here. The Orb slows down opponents, but with Birds, Undiscovered Paradise, and Rangers, you'll hardly notice the Orb yourself.

For multicolored mana, pick from City of Brass, Gemstone Mine, and Undiscovered Paradise. The rest of the lands should be Forests so the Quirion Rangers can do their thing. The Birds and Rangers and the heavy weighting towards one- and two-mana spells allows most G5C decks to use only sixteen lands.

FOUR- AND FIVE-COLOR BLACK

To build a multicolor black deck, start with a stripped-down black weenie deck. Black doesn't have many decent one-mana creatures, so many players use Shadow Guildmage, but that's about it. However, Black Knights and Knights of Stromgald are some of the best weenies around and are automatic choices at two mana. Other strong choices include Erg Raiders and Fallen Askari.

Usually the only digression from the pure weenie creature strategy is Nekrataal. This is such a strong card against any creature deck that adding four of them is nearly automatic in any black deck. Some players also include a Crypt Rat or two for a "reset button," or some Necratogs for late-game punch.

Many black weenie decks include Bad Moon or Winter Orb. Both of these work well in multicolor black, too. Many also include a few creature-



(To the tune of
Monster Mash!)
"Working in
the mine late
one night, his eyes
beheld an eerie site."

Illustrator Daren Bader has a
strange fondness for sparkly things.

Five-Color Green

destruction spells, especially Contagion.

Once you've selected the black core, it's time for off-color spells. As with G5C, choose spells that provide abilities not found in black, and require only one colored mana. Disenchant and Incinerate are almost universal. Some decks add additional firepower in the form of X spells or Earthquakes. Arcane Denial is an obvious choice, but few multicolor Black decks use it, sticking Hydroblast and Pyroblast in the sideboard instead. The favorite choice from blue is Man-o'-War. Like Nekrataal, it merges a powerful ability and a decent creature into a single card.

Many decks stop at four colors. Some complete the Nekrataal/Man-o'-War family by adding green's Uktabi Orangutan that does for artifacts what Nekrataal does for creatures.

Jakub Slemr's World Championship deck had one additional feature not normally seen in Five-Color Black—four Choking Sands. This is mostly a meta-game choice. In the environment at that time, Thawing Glaciers and blue-white decks with Kjeldoran Outpost were everywhere, so Choking Sands worked well.

Five-Color Black decks don't have Birds or Rangers and have few or no one-cost spells, so they need more mana than G5C. Most use twenty to twenty-two lands. However, they don't need to focus so much on basic land. Most replace their swamps with Sulfurous Springs and Underground Rivers, in addition to using City of Brass, Gemstone Mine, and/or Undiscovered Paradise. Be careful not to include too many painlands, though, or you'll sting yourself to death. Use swamps for about half your land.

PLAYING THE DECKS

Though the Five-Color Green deck is built like a creature horde deck, it often doesn't play like one. Instead of swarming your opponent with everything you can, play only one or two creatures at a time, not counting Birds. Your opponent must choose between "wasting" a mass destruction spell and taking a little bit more damage. In addition, most opponents won't use single-target spells on one-cost creatures, preferring to save

Played by Cathy Nicoloff, this deck won the Florida Regionals. It was widely circulated and discussed on the Internet, and has become the archetype for this deck style.

NICOLOFF'S DECK (60)

4 Arcane Denial
1 Armageddon
2 Armor of Thorns
4 Birds of Paradise
3 City of Brass
2 Disenchant
9 Forest
4 Granger Guildmage
4 Incinerate
2 Jolrael's Centaur
1 Karoo Meerkat

3 Maro

4 Quirion Ranger
4 River Boa
2 Terror
4 Undiscovered Paradise
4 Whirling Dervish
3 Winter Orb

SIDEBOARD (15)

1 Disenchant
2 Gloom
4 Hydroblast
4 Pyroblast
2 Simoon
2 Terror



them for something more dangerous. Thus Guildmage or Ranger can do a surprising amount of damage.

When Five-Color Green was new, many opponents wouldn't "waste" anti-creature spells on the Birds of Paradise, either. Now that the deck is well-known, however, Birds have become a prime target.

As much as possible, use your Incinerates and Terrors to kill creatures and save your counterspells to protect Maro or Lhurgoyf or to stop nasty sorcery spells. Using Birds or Rangers, you can cast a Maro on turn three before your opponent has much to stop it. Then wait until your opponent is nearly tapped out and cast Winter Orb.

Five-Color Black plays much the same as a black weenie deck. Depending on your draw and the deck you're facing, nibble away with one or two creatures, or cast them as fast as you can and swarm. Be careful not to over-commit against opponents who might have mass destruction spells, though.

Cast your Man-o'-Wars and Nekrataals before attacking to remove potential blockers, leaving a hole through which your creatures can run. Your red spells should be used primarily as creature removal, but occasionally you'll be able to finish off your opponent with direct damage.

Five-Color Black

This is the Five-Color Black deck which Jakub Slemr of The Czech Republic used to win the 1997 World Championship.

SLEMR'S DECK (61)

4 Black Knight
4 Choking Sands
3 City of Brass
4 Contagion
2 Earthquake
4 Fallen Askari
3 Gemstone Mine
4 Incinerate
4 Knight of Stromgald
4 Man-o'-War
1 Necratog
4 Nekrataal
2 Shadow Guildmage
2 Sulfurous Springs
10 Swamp
2 Uktabi Orangutan

1 Underground River
3 Undiscovered Paradise

SIDEBOARD (15)

2 Disenchant
2 Dystopia
2 Ebony Charm
1 Exile
2 Forsaken Wastes
1 Honorable Passage
2 Hydroblast
3 Pyroblast



LOOKING AHEAD

The G5C deck drew much of its strength from surprise value. G5C did continue to win tournaments, but the competition became much tougher.

Five-Color Green was strongest when slow control-type decks were popular. As the pendulum began to swing back toward faster decks, Four- and Five-Color Black decks took its place. These decks do better against the red celerity/burn and black weenie decks which are becoming more prevalent.

As this column is being written, *Tempest* is just being released, and it promises to shake up the whole environment. *Tempest* provides two more sets of two-mana lands and the new multimana land Reflecting Pool, both of which will be useful in five-color decks. With *Tempest* coming in, the *Ice Age* cycle moves out, which will kill or cripple many current deck types for the Standard environment. Five-Color Green only loses Arcane Denial, and Five-Color Black only loses Contagion, so both decks should still thrive in the new world. ♣

When it comes to analyzing all the colors of the Magic rainbow, Bethmo is the master.

by Robert Hahn



The Extended format for Constructed tournament play is new as I write this article, though by the time these words are printed, it will be old news. Pro Tour-Chicago will have come and gone, and we will know what worked and what did not, which ideas should be explored and which ought to be abandoned. Such is the nature of the game—it's constantly changing.

To Control or Not to Control

What Works in the New Extended Format?

What sets the Extended format apart from Classic (Type I) and Standard (Type II) formats is the limited-yet-expanded pool of cards, the absence of many of the seriously broken power cards, and the greater flexibility in color options. As a result, proactive control strategies appear to have an edge over traditional aggression strategies or reactive control strategies. This article explores proactive control: what it is, how it differs from reactive control and aggression strategies, and why I think proactive control will dominate the Extended format.

THE THEORY OF PROACTIVE CONTROL

Control has been, remains, and will most likely always be a hallmark of good competitive Magic decks. All great Magic players understand that it is simply not enough to play one's own game; one must also prevent the opponent from playing his or her game.

Unfortunately, many players suffer the misconception that "control" means a specific type of strategy involving countermagic, mass removal, defensive play, and survival-until-lockdown, typified by the creatureless Millstone deck. In reality, control is about dictating the terms of

the battle. If you can force your opponent to fight on your terms, then you will most likely win. If you can bring the battle to your field, then the advantage is yours. These ancient principles of military strategy from Sun Tzu's *Art of War* apply to Magic duels as well.

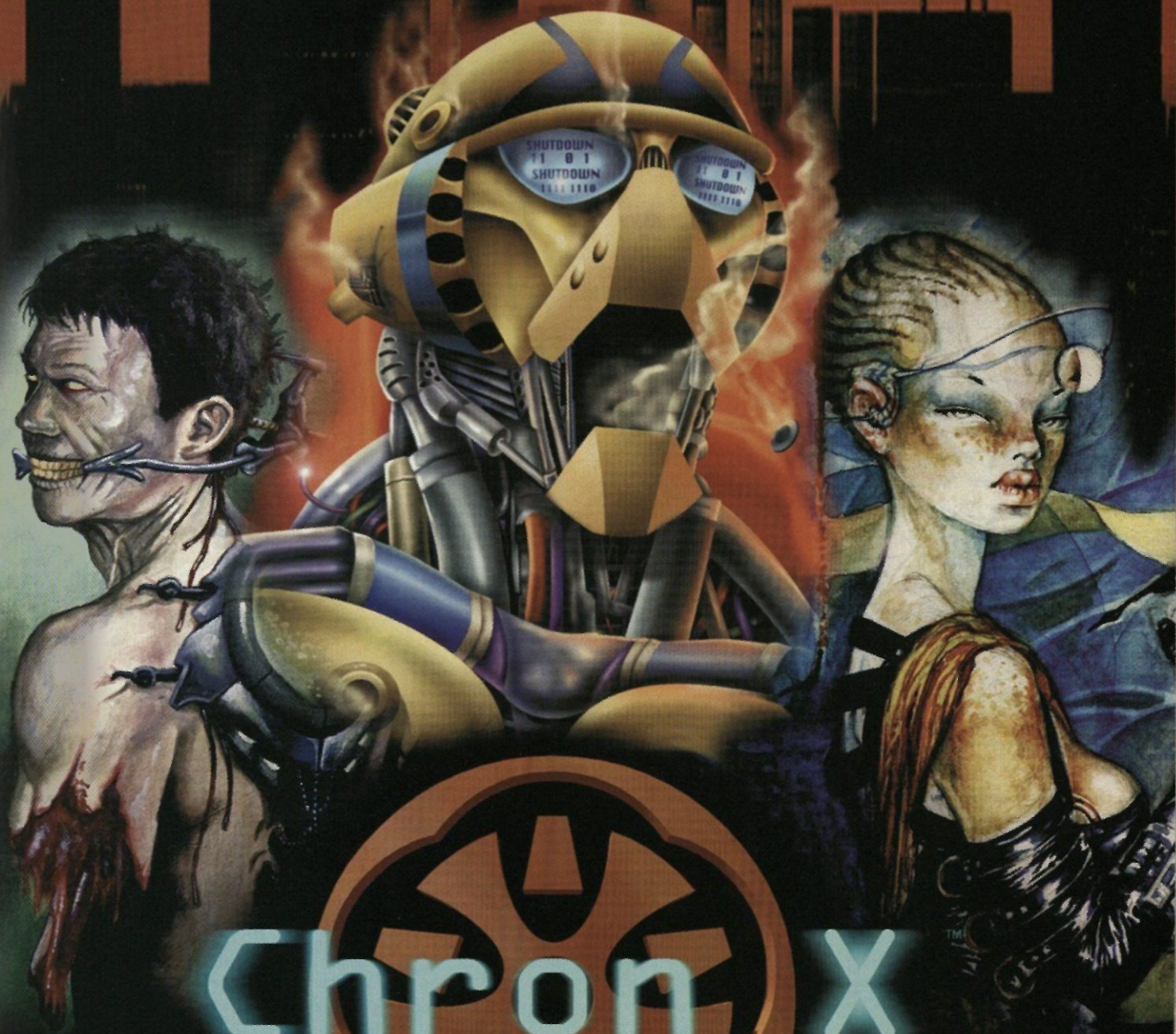
Defensive survival decks work because they force your opponent to play on your field of battle under your terms. Since survival decks are creatureless, all of an opponent's creature-removal cards are useless. These decks use mass removal (such as Wrath of God and Nevinyrral's Disk) to control the board, feature extremely efficient permanent removal (Swords to Plowshares, Disenchant, and Pillage), use countermagic to dictate whether something will or will not happen, and often include significant life gain to render speed strategies useless.

However, the classic Necro deck is also a control deck that forces your opponent to play on your turf, if not under your terms. Although the original Necro deck only exists in the Classic environment now, most competitive Magic players are familiar with its operation and it serves as a useful illustration. Hymns, Specters, "pump" Knights, Strip Mines, Nevinyrral's Disks, Mishra's Factories, and Drain Lives combine to control the environment, forcing opponents to react to the Necro strategy or hope for miracles ("Where's my Balance? Where's my Zuran Orb?") as they find their card and mana supplies brutally disrupted while they're stuck staring down a pump Knight, a Specter, and a Factory.

The difference between a Necro deck and a Millstone deck is that the former is a proactive control deck while the latter is a reactive control deck. A Necro deck does not usually wait to cast Hymn to Tourach; it



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casts it as soon as it is able. In contrast, a Millstone deck does not (and in fact cannot) cast a Counterspell as soon as it is able; it has no choice but to react to the opponent casting a spell. In addition, a proactive control deck usually does not (and cannot) operate at the level of strategic manipulation, which requires counter-magic (the ability to say "No") and mass removal. Rather, it operates at the tactical level, trying to gain advantage by forcing the opponent's hand one way or another, and by overloading threat channels until the opponent's game plan collapses under the weight of a diversified attack.

A proactive control deck differs from a straightforward aggression strategy in two ways. First, its main focus is to take control of the tactical situation rather than to kill the opponent. A proactive control deck does not have to win by turn six—it can win by turn twenty-six. Every card does not have to do damage or further the victory condition in some way, but every card must be useful in dictating the flow of battle through disruption, diversification, or defensive positioning. Second, a proactive control deck is rarely as focused as an aggression deck. To succeed, an aggression strategy must overload a single threat channel with so much force the opponent is simply overwhelmed. In contrast, the proactive control deck usually can't overload any single threat channel. Instead, it will attempt to find weaknesses in the opponent's defenses by constantly attacking along multiple channels. Thus, if the opponent can deal with one threat channel, he or she may still succumb to the second threat, or the third threat, or possibly even the fourth.

WHY PROACTIVE CONTROL?

Proactive control decks appear to be especially suited to the Extended format. Traditional control is simply too strong in Classic, where restricted power cards are the norm rather than the exception. The Standard environment, limited in card selection and color flexibility, simply does not allow for adequate threat channels.

Proactive control does not fare particularly well against a focused defensive deck with the entire array of power cards at its disposal. All the tactical manipulation in the world is ineffective against repeated

Ancestral Recalls, Timetwisters, Balances, and Zuran Orbs. The Abyss and Moat shut down creature-based threats, Mirror Universe responds to any emergency situation, and the host of counterspell variants can stop any strategic threat. In Standard, proactive control falls to one of the most basic limitations in Magic: the "character" of each color. Every color in the game has its strengths and weaknesses.



The general trend within Constructed play will be towards the greater flexibility of the proactive control decks.

Thus, it is difficult to mount a truly effective multi-channel attack using only one or two colors.

In the Extended format, however, the return of true dual lands from *Revised* eliminates color flexibility as a problem. It is possible to play with Hymn to Tourach, Jolrael's Centaur, Disenchant, Fireball, and Counterspell in the same deck. Such color flexibility allows precisely the sort of multichannel threat strategy proactive control requires.

In addition, I believe there are too many bona fide threats in Extended for a purely reactive control deck to be consistently successful. One reason is the lack of truly efficient life gain. Another important reason is the number of cards in the environment that cannot be dealt with easily: Jolrael's Centaur, City of Solitude, Hymn to Tourach, Abeyance, Armageddon, Mishra's Factory, and far more burn spells than counter-magic. The fact that any and all of these cards could appear in a deck with fast offensive threats should give most reactive, permission-based control decks pause.

ANATOMY OF A PROACTIVE CONTROL DECK

What might a good proactive control deck look like in the Extended environment? I think it would present four or five threat channels: one offensive, one disruptive, and two to three mixed. Each offensive card must be hard to defend against and speedy enough to force a change in an opponent's tactical thinking. Jolrael's Cen-

taur comes to mind as the top choice. Each disruptive card must be fast, proactive, and thoroughly disruptive to an opponent's tactical game plan. Hymn to Tourach and Winter Orb work well here. The mixed channels can be a blend of creature, artifact, enchantment, and land removal.

At least one threat channel should be devoted to strategic game-breakers such as Armageddon or Necropotence. A defen-

sive threat channel, such as life gain or damage prevention, should be as efficient and flexible as possible, taking advantage of the greater color selection. For example, a burn deck can easily play with CoP: Red in the sideboard to help against other red decks. In addition, I believe a good Extended proactive control deck will have no more than eight victory conditions, devoting the rest of its card slots to the critical task of establishing control during the early/middle game and possibly putting a strategic hammer down during the middle/late game to seal those early advantages.

While I write this, it is impossible to tell whether any of these ideas will be borne out on the field of battle. However, given the recent trend in the card sets, it is difficult to resist the temptation to make risky predictions, so here I go. I believe the general trend within Constructed play—whether Classic, Standard, or Extended—will be towards the greater flexibility of the proactive control decks at the expense of the pure aggression decks and the pure reactive decks. There will probably be too many real threats, too many must-counter spells, and paradoxically, too many top-notch defensive spells over the next couple of expansions for either of the extremes of Magic strategy to be truly effective. It remains to be seen. However, I remind myself that I do not teach; I simply reveal. ☛

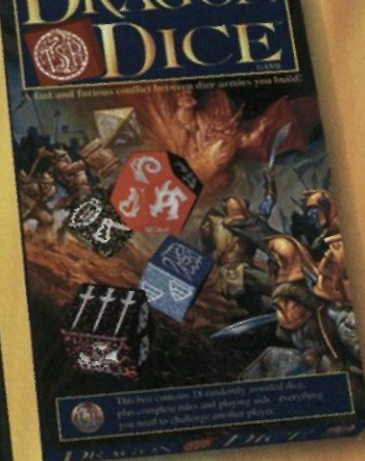
Robert Hahn is a tournament-level Magic player and a quantum-level thinker of Deep Thoughts.

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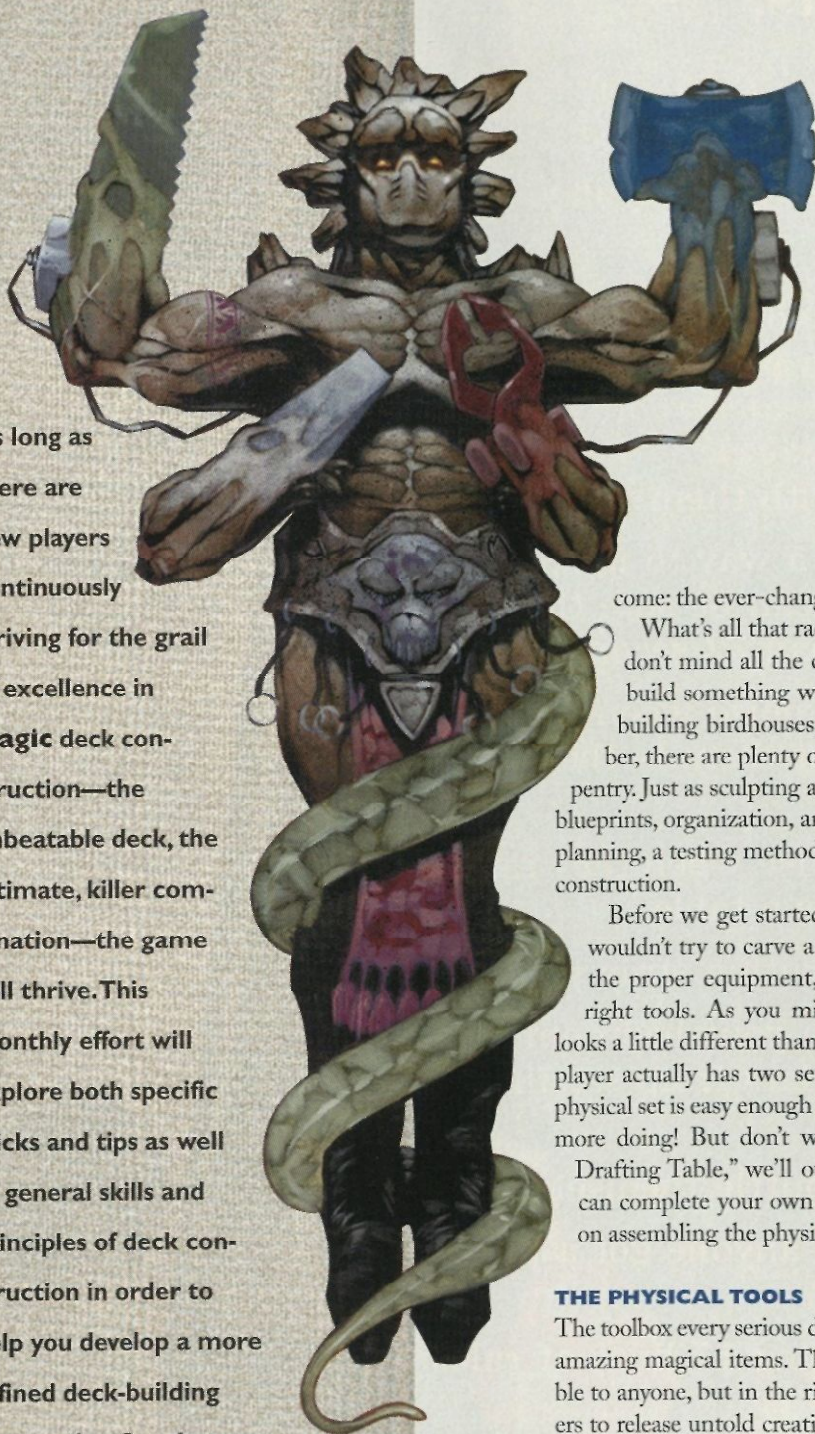
THE DRAFTING TABLE

by Eric Tam



All the Right Tools

As long as there are new players continuously striving for the grail of excellence in **Magic** deck construction—the unbeatable deck, the ultimate, killer combination—the game will thrive. This monthly effort will explore both specific tricks and tips as well as general skills and principles of deck construction in order to help you develop a more refined deck-building perspective. So what are you waiting for? Let's get started!



come: the ever-changing challenge of deck construction.

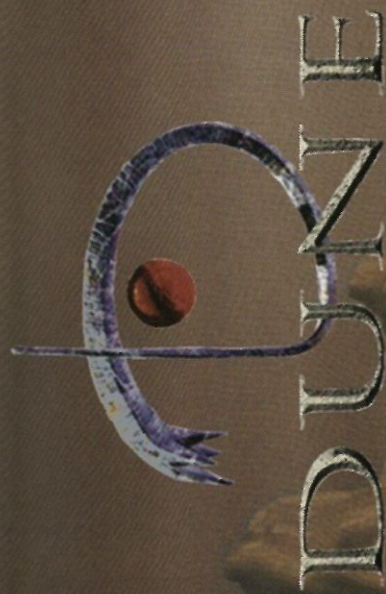
What's all that racket, you ask? Come in. Come in dear reader, and don't mind all the clutter and noise. We were just about to begin to build something wondrous. Of course, you must know we won't be building birdhouses; we're going to build **Magic** decks. But remember, there are plenty of similarities between deck construction and carpentry. Just as sculpting and constructing objects of wood or stone requires blueprints, organization, and the appropriate tools, it is necessary to employ planning, a testing method, and all sorts of tools in the complex art of deck construction.

Before we get started, however, we must equip ourselves. Just as you wouldn't try to carve a statue or build a shed in your backyard without the proper equipment, you shouldn't try to build a deck without the right tools. As you might expect, a **Magic** player's complete toolbox looks a little different than a plumber's belt or an electrician's box. A **Magic** player actually has two sets of tools: a physical set and a mental set. The physical set is easy enough to acquire; it's the mental one that requires a little more doing! But don't worry. Over the first two installments of "The Drafting Table," we'll outline a shopping list of both collections so you can complete your own personal toolbox. This month, we'll concentrate on assembling the physical tools.

THE PHYSICAL TOOLS

The toolbox every serious deck builder should possess consists of an armory of amazing magical items. They may look like everyday objects, easily accessible to anyone, but in the right hands these tools can allow determined players to release untold creative energies. Your physical toolbox should include the following:

✓ **Many pencils or pens and reams of scrap paper:** Before you end up with that perfectly honed, sixty-card weapon of mass devastation, you'll go through more than a few rough drafts, and probably wander down dozens of wrong turns and dark alleys. The best place to explore your ideas is on paper, and the more you practice, the better you'll be. And there is no more convenient place to practice and refine deck building over and over again than on paper. A rough copy of a deck list can be edited as extensively as you desire with



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Illustration by Doug Beckman

just a few pen strokes.

This part of your toolbox is also portable, so if you've got a notepad and a pen with you, you can jot down deck ideas anywhere—on the bus, during algebra class, even in the middle of a cashier line at the supermarket. Just remember to move with the rest of the line.

- ✓ **A list of all the legal cards in the format:** Axiom number



It's a good idea to compile a small library of interesting or noteworthy decks, ideas, and strategy advice for future reference.

one for players without an unlimited amount of money to spend on cards: just because you don't own every one of the 1,600-plus cards that are legal in the Standard format doesn't mean you can excuse yourself from meticulously considering every one of those cards for use in your deck(s). In order to build a serious deck, you must know every possible card that you or your opponent can use. There are player's guides and card lists, complete with exact card text, readily available from a number of sources. Study them *closely*.

- ✓ **A thick permanent marker and a considerable stack of basic lands and other excess cards:** Unless you just had your entire collection stolen, chances are you have more than a few cards that haven't seen the light of day since *Arabian Nights* was still in print. I'm talking about the cards of which you have dozens of extra copies, will never use in a constructed deck, and will never sell—such as islands (#97 through #285), or your entire regiment of Gray Ogres. These cards, however, do have another chance at active service. Axiom number two for players without an unlimited amount of money to spend on cards: just because you don't own four of each of the 1,600-plus cards that are legal in the Standard format doesn't mean you shouldn't practice with any legal card you want.

In short, the solution is to use proxies: stand-in representatives of things that are

absent. With a permanent marker and a fistful of five-cent Phantasmal Terrains or underemployed Forests, you can have all of the Abeyances and Thawing Glaciers you need. By using proxies, you spend a lot less time rummaging through your collection looking for cards and you can get a 30,000 percent discount! It also makes good sense as a consumer to check whether a \$15 card is really necessary for

your deck before you buy it. Note: if you use proxies, make sure you also have an accurate card list with full text descriptions to keep pointless disagreements from breaking out.

- ✓ **An updated rulebook and a list of the most current errata and rulings:**

Although these items may be a little more difficult to obtain, they are worthwhile to have. Yes, although a bunch of rules and rules changes are a rather dry read, it's a good idea to give them at least a perfunctory skim, as tiny rules loopholes often make or break many of Magic's most powerful combinations. If you are not sure whether a particular play or combination is legal, especially if it is crucial to your deck, don't assume or guess—go find out. In a tournament, the only feeling worse than being surprised by a combination you thought would not work is to find out mid-game that your invincible deck has been rendered worthless by an obscure rules change.

- ✓ **Your old deck lists:** Save the notes and decks you make. You never know whether an old deck design that seemed worthless in the past could suddenly become potent with the addition or banning of specific cards unless you hang onto your old deck lists. Old decks, especially those that worked well, can also be useful for laying the foundation for entirely dif-

ferent decks. At the very least, old deck lists should be good for a laugh on a very rainy day; recognizing and improving on your past mistakes is an integral part of learning.

- ✓ **Other people's deck lists, and back issues of *The Duelist* and *The Duelist* Sideboard:**

Like any art, deck construction can be greatly improved and accelerated with a little research before and during the deck construction process. Often the easiest way to research is to let others do it for you. Working from previous examples of functional deck concepts and mana ratios can save you a lot of time and fruitless guessing. Good strategy advice might be just the fountainhead of inspiration you need to develop a new concept or to figure out those elusive last five cards of a nearly complete deck.

Decks can be acquired from a wide variety of sources: Internet tournament reports, chat rooms, and mailing lists, as well as conventional magazines, books, and strategy guides. Good advice is tougher to find. Generally you will find most of the better strategy tips in books or magazines such as the one you're holding. People tend to shoot off uninformed opinions far less often in hard print than via electronic mediums. In general, it's a good idea to compile a small library of interesting or noteworthy decks, ideas, and strategy advice for future reference.

CONCLUSION

Once you have all the physical tools gathered, it's a good idea to put them together in a specific place (box or a shelf) so you can easily locate your toolbox when you want to start deck building. And although assembling such a toolbox will no more guarantee that you'll become a professional-level Magic player than owning a piano will guarantee that you'll become a concert pianist, having the tools to perform the job is certainly a step in the right direction. *

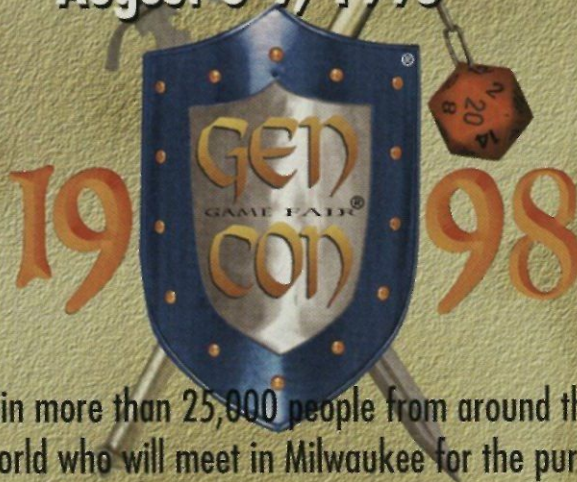
Eric Tam, a top-flight Pro Tour player, never leaves home without his Magic toolbox.



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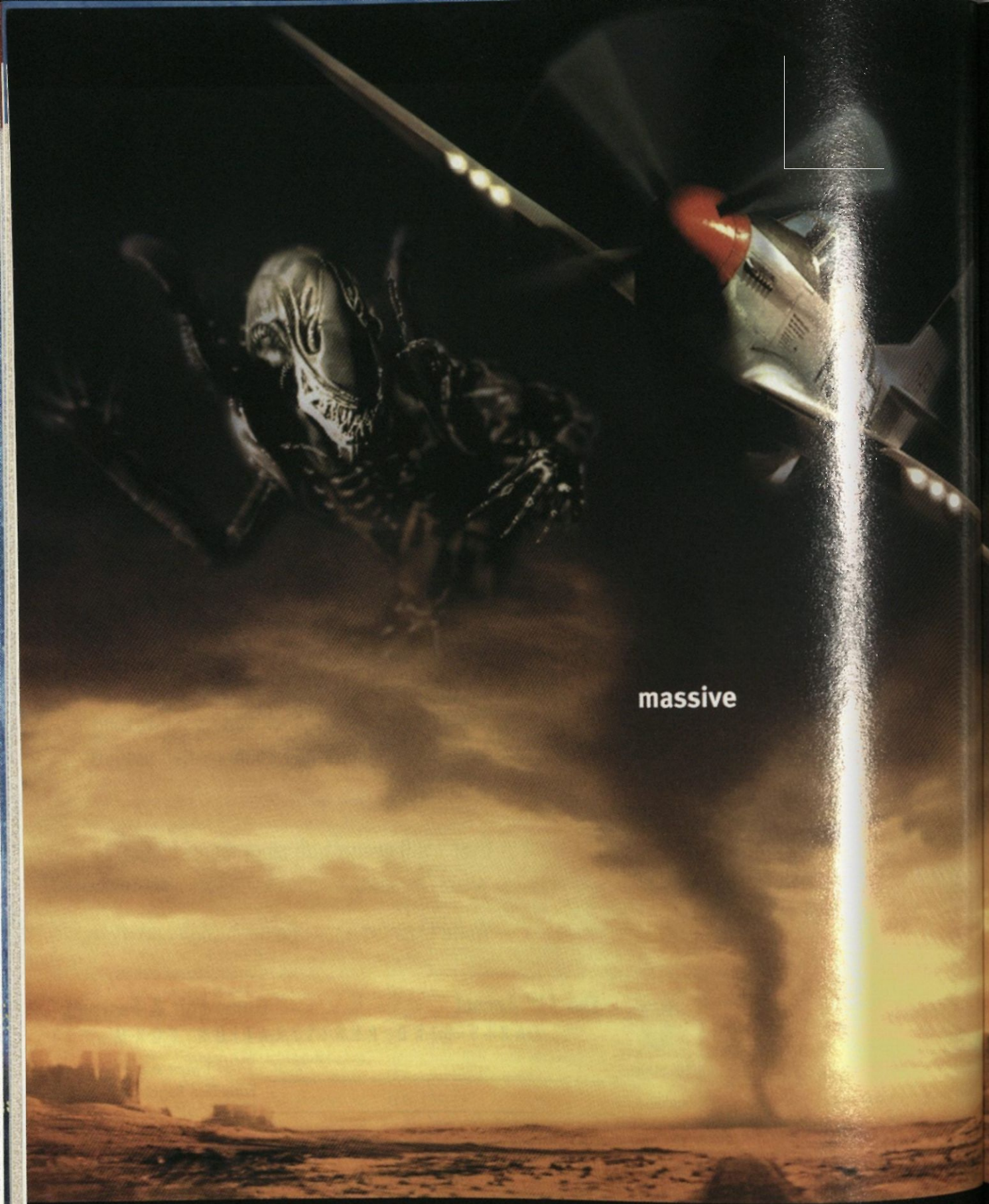
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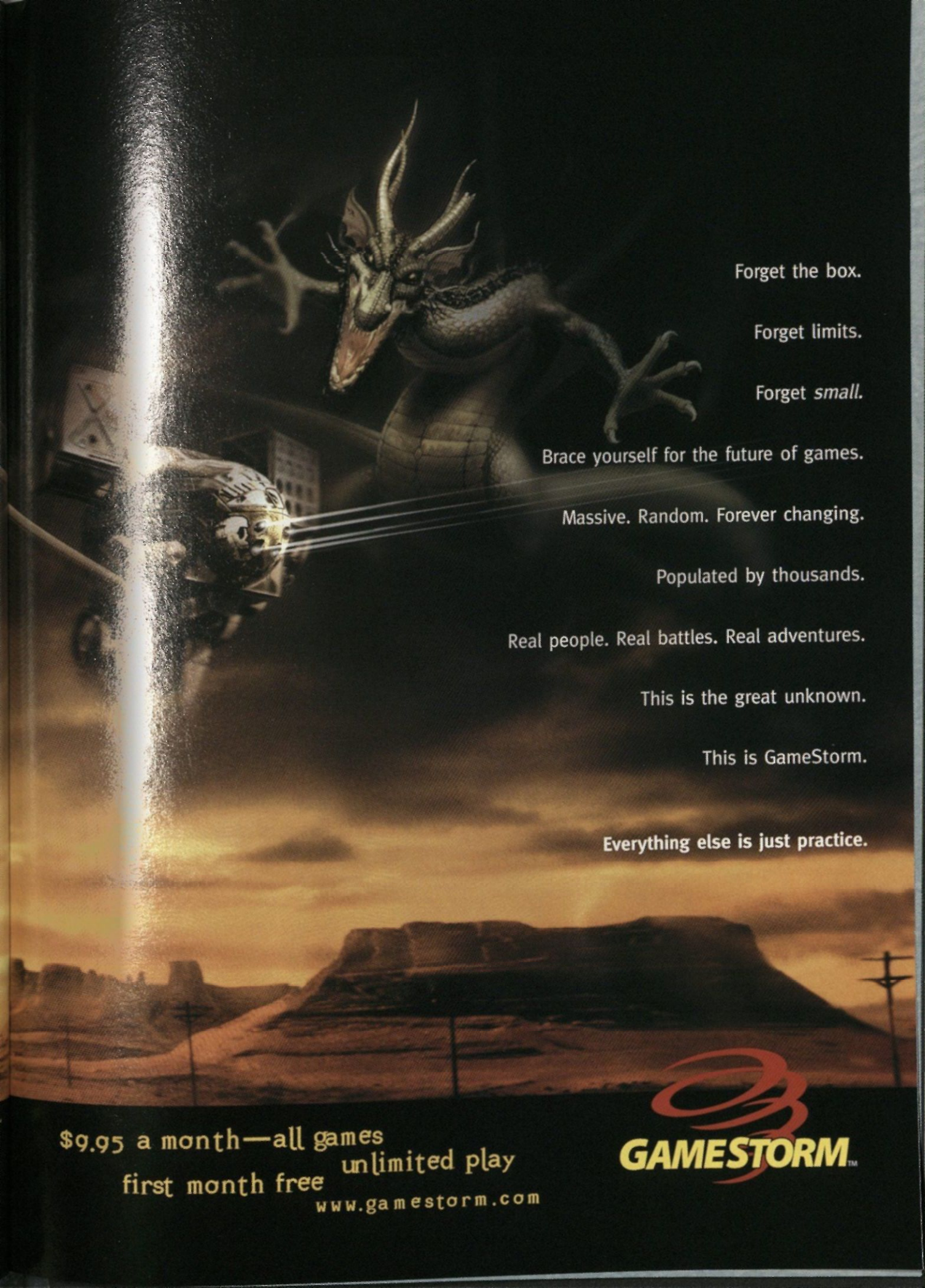
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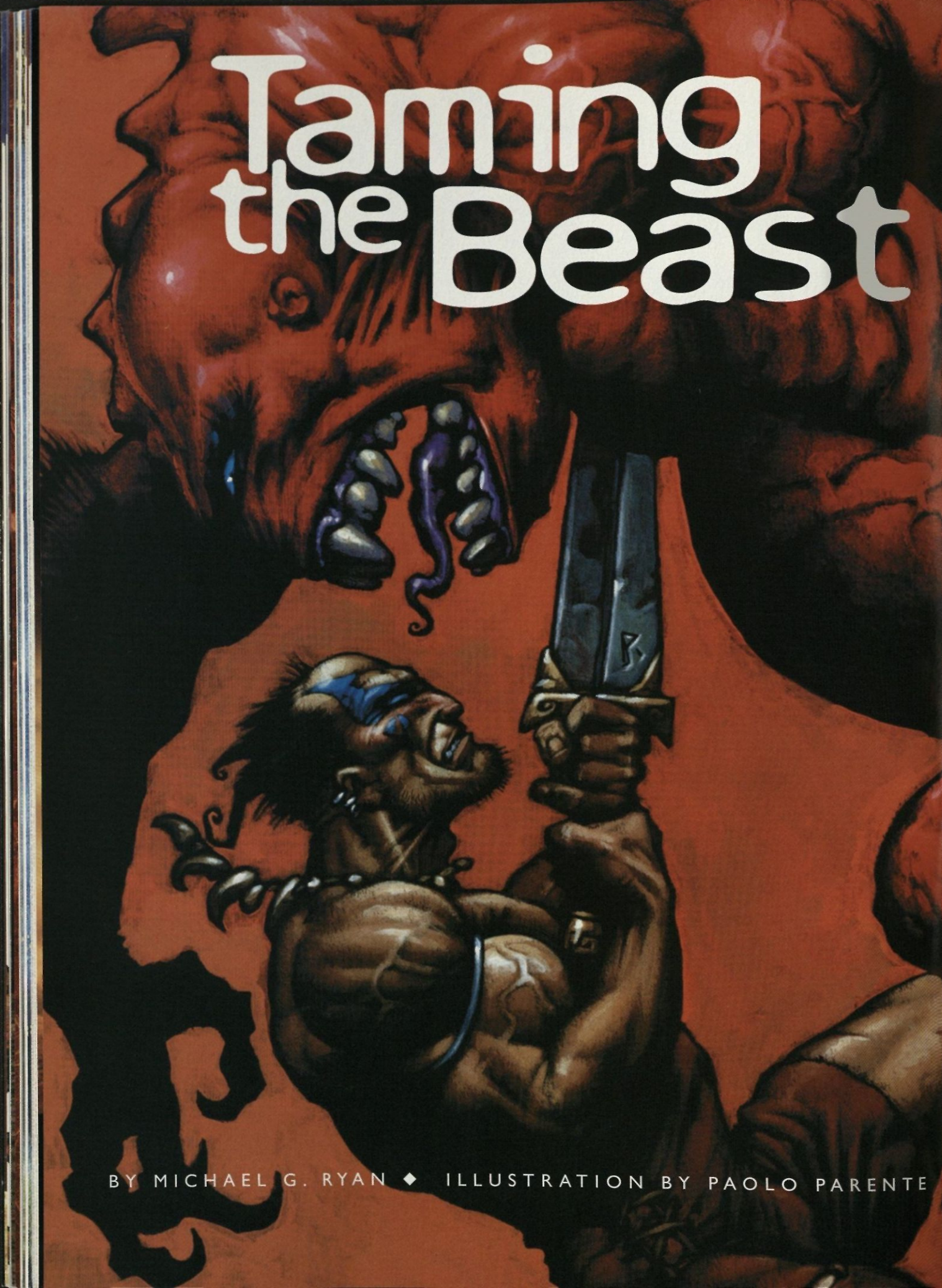
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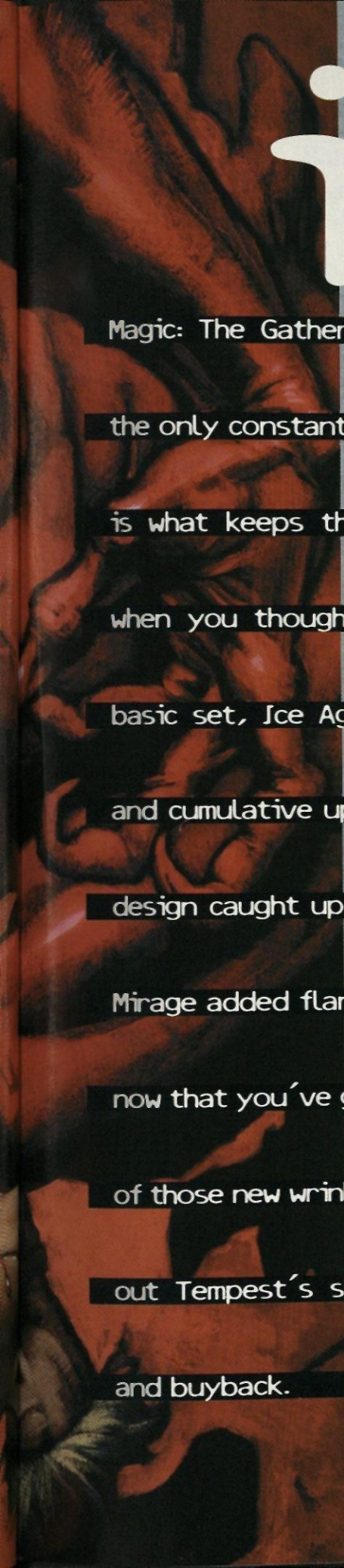
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Taming the Beast



BY MICHAEL G. RYAN ♦ ILLUSTRATION BY PAOLO PARENTE



Ice Age, Mirage, and Tempest are three large expansions designed to stand on their own in the Magic universe, and three huge beasts that changed the nature of the game. These stand-alone expansions tested the mettle of Magic's designers in their pursuit of the ideal Magic environment. Let's take a look behind the scenes at how these beasts were tamed.

Magic: The Gathering is a lot like life:

The three Magic standalone expansions cover a

lot of ground, according to lead designers Skaff Elias (*Ice Age*), Bill Rose (*Mirage*), and Mark

the only constant is change, and change

Rosewater (*Tempest*). And each time around, these

expansions added something new to the greater Magic experience. ♦ "The original purpose

is what keeps things challenging. Just

of a standalone has sort of gone by the wayside,"

Elias conceded. "It was so people who didn't want to collect *everything*—or people who

when you thought you'd mastered the

couldn't collect it all—would have a constructed

environment with a limited number of cards to keep track of." ♦ If players thought of *Ice Age*

basic set, Ice Age introduced cantrips

this way when it was released, that thought was

quickly overshadowed by the unique play experience the set had to offer. Rose pointed out

and cumulative upkeep. After your deck

that players had nothing to compare it to, and that

when *Mirage* came out, players didn't expect the environment to be different. ♦ "When you

design caught up to those innovations,

mix all the cards together," said Rose, "there are

aspects of a standalone that you simply won't play with because they're weaker than some of

Mirage added flanking and phasing. And,

the other concepts in Magic. Only the strongest

cards rise to the top in an open environment. ♦ "The standalones allow us to create different

now that you've gotten every ounce out

environments—the *Ice Age* environment was very

light on flying while *Mirage* was very heavy on flying. When you choose your decks, you play

of those new wrinkles, you have to figure

them differently. But when you combine the sets,

that *Ice Age* experience of 'light on flying' goes away." ♦ Elias gave particular emphasis to the

out Tempest's shadow, slivers, lizards,

design variants that a standalone environment

offers. *Ice Age*, he said, didn't begin life as a standalone. Instead, it began as what the design team

and buyback.

thought Magic *should* have been. However, once the concept of standalones came into

being, "we wanted a very specific environment," he said, "one low on creatures, light on flying,



"In the case of *Tempest*, we felt it was high time to really plumb the depths and take a look at the darker side of Magic."

and low on direct damage. We wanted to see what would happen with these changes."

This experimental approach continues through *Tempest*, according to Rosewater. *Tempest*'s creatures with shadow add a third front of play. "Not only do players have to worry about the ground and air, but now they have to worry about the shadows," he said. "And in some ways I think *Tempest* was designed to create a sealed environment in which you don't have as many stalled games. By adding creatures with shadow, we've made breaking through in combat more likely...and by adding buyback, we've made certain key spells more available to players."

The Past as Prologue

FOR ALL THE CHANGES the designers experiment with while preparing a standalone expansion, one truism remains: certain cards from the past keep the environment balanced.

"You need to make sure a standalone plays well all by itself," Elias said. "Creating just a single expansion set is so much easier because, unless you really screw up, it's hard for it *not* to play okay with the rest of the environment."

Standalone expansions, however, are a completely different story, and all three designers admit that years of trial and error have led to better and better sets.

"*Legends* was supposed to be a standalone at one point," Elias noted, "but it didn't really benefit from the years that went into *Ice Age* and *Mirage*. It didn't really have enough of the basics, like creature killing."

Rosewater couldn't agree more. "I've played in a sealed *Legends* environment," he said, "and you very quickly realize that if you have an enchantment in play, unless it's an enchant world, there's no way to get rid of it in that environment! The set doesn't have a lot of those necessary key pieces."

And just what are those key pieces? Rose said there are a few spells that the designers include in every standalone simply because there are no good alternatives for them. Disenchant is one of these cards. But any other "repeat" cards from the past are determined by the environment and how well those repeated cards blend in.

"We knew that shadow in *Tempest* was very strong," Rosewater pointed out, "and we tried to find ways to keep it balanced. So when we looked for repeats, we based some of them on that part of the environment. We picked Gaseous Form, for example, as a card that worked well because you used it to stop a creature but then gave your opponent a blocker. In the shadow world, though, if your opponent has a creature with shadow and you don't, Gaseous Form can simply eliminate that creature threat."

Of course, not every card that proves useful in a given environment is simply lifted wholesale from the past and placed in

the standalone expansion. Some cards are tweaked or adjusted for the new set. "The *Mirage* counterspell Dissipate is not as good as Counterspell," Rose said. "We know that when some cards go head-to-head in the unlimited environment the original will win out—Dissipate is made more for the sealed players and the *Mirage* players. We also put twists on some of the cards. *Mirage* doesn't have Giant Growth, for example; it has Armor of Thorns, which uses the mechanic of that standalone. The mechanic blends well with that particular core card."

This works even better with buyback spells in *Tempest*, Rosewater noted. "Instead of making the old, generic, basic effects, we made buyback versions of them. It makes them fit the environment better and makes them fresh again."

The Art of the Design

STANDALONE EXPANSIONS have also served as the testing ground for new mechanics. Of course, these sets all provide a rulebook (vital for explaining the new mechanics to players), but as Rose indicated, there's a more important reason to save new mechanics for the standalones: the size of the set allows designers to fully explore a mechanic through a large number of cards using simple versions of each mechanic. After that, it's possible for the designers to extend the mechanic into follow-up sets by complicating the way the mechanic works.

"Once players understand the play implications [of a given mechanic], they'll need to figure out what they're supposed to do with those cards," Rose said. "Then we can start to do some wacky stuff without overloading players the first time they see the mechanic."

While this plan for introducing and exploring a mechanic extends to *Tempest* as well (buybacks, according to Rosewater, will appear in the next two sets), *Ice Age*'s mechanics suffered slightly from the initial design plan.

"There was a follow-up set intended," said Elias, "but that never happened for various reasons. And so *Homelands* came next, and by the time *Alliances* came around, it had been a long time since the initial standalone. *Alliances* was hurt because it had to do a lot of things differently than it would have otherwise."

"We sort of made *Alliances* blend," Rose agreed. During final development, the designers added snow-covered lands and cumulative upkeep to retrofit the set with *Ice Age*, since the two sets weren't as connected as the designers wanted them to be. While the basic concepts of *Ice Age* were carried over into *Alliances*, according to Elias, incorporating these concepts into *Alliances* required a little extra labor.

"When *Mirage* and *Visions* came along," Rose continued, "*Visions* was always meant to be part of the set—a lot of the *Visions* cards were designed at the same time as *Mirage*. And two of the *Weatherlight* designers were two of the main designers on *Mirage*, but we weren't initially connecting *Weatherlight* to the

other two sets. Once we had the concept of a cycle—much earlier in the process than *Alliances* but still after the initial design—we went back and decided that *Weatherlight* was part of the *Mirage* cycle with phasing and flanking. Since sets now move in and out of Standard (Type II) as a complete cycle, it became clear that *Tempest* would be the first set of the newest cycle.”

Rosewater noted, too, that the flavor of the sets is equally significant in tying the cycles together. “If you look at a card, between the name and the art, you have a good sense of which set that card comes from.”

Pete Venters, continuity manager at Wizards of the Coast, oversees connecting the flavor of a standalone expansion with its follow-up sets. “The first thing that gets asked about a standalone,” he explained, “is, ‘What’s the setting, and what can we do different from last time?’ In the case of *Mirage* it was obvious [in retrospect] to try a lush tropical environment after the *Ice Age* set. *Mirage* was also fueled by my desire to increase the amount of racial diversity in *Magic*, which was starting to settle into a very Eurocentric medievalism.

“In the case of *Tempest*, we felt it was high time to really plumb the depths and take a look at the darker side of *Magic*, and with the conceptual designs of Mark Tedin, Anthony Waters, and Anson Maddocks, we were well on our way.”

“After *Ice Age* and *Mirage*,” Rosewater added, “we kept wondering how to create something that’s good but different from what we’ve done in the past. One of my happiest memories is of the *Tempest* cards arriving at Wizards; I thought the setting really felt different. The flavor, the art—it all felt new.”

Venters conceded that achieving this feel is challenging, especially given the limiting factor of the game itself when it comes to designing a world.

“The game requires that five colors be represented evenly, and that can make it very difficult to come up with new places where these colors get equal representation,” he said. “If we were to do a set based on a water world, then logically blue would be the dominant color and should occupy probably eighty percent of the set. Unfortunately, that can’t happen. In *Rath* [*Tempest*’s setting] we have a damned unpleasant world, but nature still had to be there, so that’s why we have the elves and Skyshroud Forest. I’m happy with what we’ve come up with. Our solution for the standalone in 1998 will be different again.”

In the Hands of the Players

OF COURSE, the true test of a standalone expansion is what the players think of it. Each standalone has been carefully constructed to give *Magic* players the best play experience possible.

“We try to make an environment that’s interesting for both sealed and constructed play,” Rosewater said. “The sealed environment should feel different than it’s ever felt before. And the presence or absence of things like Circles of Protection makes a difference in a standalone constructed environment.”

Flavor text, too, has been carefully developed to enhance the environment. “I hope players have liked the flavor text in the last few sets,” said Venters. “Since *Mirage*, a team of creators has worked hard to improve the text, making it more entertaining [like Orcish Settlers or King Cheeta] or just plain beautiful [such as Juju Bubble]. Any given card has had a minimum of

two and as many as thirty different attempts at flavor text. Not easy after more than two thousand cards!”

The designers agree that even when preparing a standalone for the public, they are focused on the big picture and not on the intricacies of specific card combos—although Elias said with a straight face that Cadaverous Bloom was deliberately designed for its multiple-card deck idea.

“But Cadaverous Bloom is an interesting example,” Rosewater said. “We knew it was powerful. In playtest, we weakened it. We knew it had a lot of power potential, but we’d have never found a seven-card combo.”

Elias pointed to Necropotence. “We expected it to be a power card, but it took a long time to reach that level.”

Rose agreed: “A lot of times what will happen is that the set will come out, and a month later a really good concept will appear that we didn’t think of. But then there’ll be a concept that we thought of and playtested that the players won’t find for another month or two. We do this by discovering a card, pricing it at four mana, realizing it’s broken at four mana, and then weakening it a little so it’s not so obvious. But we still know it’s out there.”

Rosewater noted that there’s one of these subtly broken cards in *Tempest*—but he wouldn’t say which card. Players will just have to find out on their own.

Designers’ Picks

NATURALLY, each designer has a favorite card from the standalone expansion he designed, and those cards may surprise players.

“Jokulhaups,” Elias said of *Ice Age*. “Very simple, elegant, fit the flavor, and was a good card as well.”

“For *Mirage*, Celestial Dawn and Polymorph,” Rose said without hesitation. “They’re not great cards but I’ve always liked them. They’re fun cards.”

For *Tempest*, the new expansion on the block, Rosewater’s favorites are Duplicity and Furnace of Rath. “Duplicity was a card I came up with three years ago,” Rosewater said, “I really wanted to find a way to have two hands. I think players will like it.” Of Furnace, he said, “Very little text, very simple concept, but with great strategic implications.”

The Future

SO WHAT DOES the future hold for standalone expansions? As Elias mentioned, the concept of the standalone (an expansion played all by itself) has changed as much as the expansions themselves have changed the game of *Magic*. Expect each year to bring a new large expansion that will introduce unexpected game mechanics, drive the backstory, and create an exciting world for players to discover and explore.

The next large expansion, codenamed “Armadillo,” is already in design (with, of course, new mechanics), and the environment that will tie the set and the cycle together is being planned by the creative team. Beyond that, there has already been discussion of the setting of the large expansion scheduled for release in the fall of 1999. It’s safe to assume these expansions will once again take the *Magic* world in an entirely new direction. Get your whips ready, because these 300-plus card beasts will be tough to tame. ♣

Adapting to the

Keeping up
with the DCI's
ever-changing
tournament formats is a
must for serious Magic players.

The *Tempest* set represents the latest
tweak to the system.

illustration by Ron Spencer



HAVE YOU EVER NOTICED that Pro Tour players who emerge as top performers in one tournament format are often absent from others? The slow, methodical control-deck player you feared in the *Ice Age-Alliances-Homelands* environment (the *Ice Age* block) becomes invisible when play shifts to *Mirage-Visions-Weatherlight* play (the *Mirage* block). The punk you had no trouble beating in the *Ice Age* block becomes a dominant player in the *Mirage* block. This shift reveals that as the environment changes, so must the player. It's that simple.

Environment

To dominate in the *Ice Age* block, you must focus on stopping your opponent as much as concentrating on your own game. Strong *Mirage*-block players, on the other hand, are more likely to play to their own strengths, using the *Mirage* block's excellent creature base to drive their strategy. Defense is the key in the *Ice Age* block, but offense rules the *Mirage* block. The *Tempest* set, however, demands a whole new type of player. This latest expansion requires players to master both styles, like Michael Jordan on the hardwood. *Tempest* players must use the set's strong weenie creatures as well as its heavy control elements.

The key to winning in all three environments—Limited in particular—is a solid understanding of their parameters. In an *Ice Age*-block deck, creatures with flying and landwalk are the most valuable. In a *Mirage*-block deck, a solid base of three-casting-cost and four-casting-cost creatures is key. The "Tor Giant" strategy made popular by John Yoo at Pro Tour-Atlanta (Sept. '96) is very strong; it emphasizes getting four mana quickly and playing hard-to-block 3/3 creatures. The *Tempest* set offers a little of both. *Tempest* players can choose the fast "beatdown" tactic with the shadow-heavy colors or use some early defense to set up late-game buyback spells, which are heinous once they get going.

Winning in the *Ice Age* Block

Let's take a closer look at the *Ice Age-Alliances* sealed-deck format (one *Ice Age* starter and two *Alliances* boosters), which has a small number of power cards and a large number of mediocre, slow cards. Games in this format tend toward slow game play with a few key cards that can "break" a stall and lead one player to victory. *Ice Age*-block Limited players must quickly identify their power cards and construct a deck that best uses them. In essence, most *Ice Age*-block games result in both players generating a creature stall in which neither player can inflict enough damage to make "mass attacking" worthwhile. Both players then wait patiently for their power cards.

Many cards can break this stall; winning decks will normally need a couple of them. Some are powerful creatures such as a big creature with flying (Sibilant Spirit, Storm Elemental, or Wind Spirit) or landwalk (Moor Fiend or Enslaved Scout); others take all the worthless cards you've drawn and turn them



into damage or more cards (Stormbind, Skull Catapult, and even Krovikan Sorcerer)—I call these "hot dog machines." The best *Ice Age*-block players understand that although they may fall behind in the early game, the duel will eventually stall. Then, if they can effectively use their stall-breaking cards, they'll win more games than they lose. Players also benefit from playing with cards that can shut down their opponents' clutch cards or help them reach their own.

A slow, controlling style such as that played by Shawn "Hammer" Regnier, Brian Weissman, and Jason Zila is the key to the *Ice Age* block. Instead of a *Mirage*-block slugfest, *Ice Age*-block players must wait for their key cards. I won the San Jose qualifier for Pro Tour-Atlanta by using a Bestial Fury/Crown of the Ages combo and the Krovikan Horror's ability to deal a large amount of damage to creatures. Neither the combo nor the Horror is strong when compared to the raw power of the *Mirage* block, but in the *Ice Age* block, strong decks often use a strange combo to achieve massive card advantage. *Tempest* exhibits the clutch-card approach in spells with buyback, which enable a player to break a stall and gain a significant advantage.

Not surprisingly, the *Ice Age*-block Standard environment has many of the same attributes as the Limited one. Good decks consist of lots of control cards and hard-to-kill creatures, such as Deadly Insect and Ivory Gargoyle. Browse decks and permission decks are also prevalent. The reason is simple: *Ice Age*-block creatures just aren't good enough to work on their own. Key cards must support the creatures to make them viable. Kjeldoran Outpost and Thawing Glaciers are among the most popular of the stall-breaking cards.

by Brian Hacker

Winning in the *Mirage* Block

Winning in the *Mirage* block is quite different—the pace is much faster. Instead of relying on a few power cards, great *Mirage*-block players mount an early attack and beat opponents down with a solid creature base. This style is employed by John Yoo and Truc Bui, who both play creature-heavy decks that put opponents on the defensive. The key in the *Mirage* block is to get creatures on the board first and use

tricks to clear a path for them.

When two 3/3 creatures face each other in a *Mirage*-block duel, the player with more mana available has a huge advantage. Surprise combat spells such as Jolt and Lightning

Reflexes clear away opponents' creatures and leave them open for more damage. Also, late-game cards abound in the *Mirage* block, so a player at 8 or less life is usually vulnerable to end-game cards like

Kaervek's Torch, Undo, or Ray of Command.

Good *Mirage*-block Limited decks usually have a large percentage of creatures (sixteen to eighteen in a forty-card deck), with creature-removal spells rounding out the mix. The key is indirect removal designed to aid your creatures. Obvious removal cards such as Dark Banishing and Pacifism are great, but more subtle cards such as Jolt, Armor of Thorns, and Flare also work well to keep opponents from stalling the game. Even cards that don't provide immediate card advantage work well: Undo, a favorite of mine, often gets creatures through to finish off an opponent. The results of an untimely Undo in the *Mirage* block are devastating. The same card played in the *Ice Age* block, though, would be fairly harmless because of the relative weakness of that environment's creatures.

The *Mirage* block requires a similar creature-based approach in Standard play. Creatures are the environment's staple and red burn is often used to finish off opponents. The limited number of successful combo decks (such as "Prosperous Bloom") is caused by a lack of awesome support spells. Most winning decks consist of small, well-priced creatures that offer better bang for the buck than the control spells. Also, the lack of counterspells makes control decks less viable. Even though the theme of the deck might be different and its power much greater in Standard, the patterns in *Mirage*-block Limited and Standard decks are very similar.

Winning in *Tempest*

Tempest brings an entirely new flavor to Magic. Rather than the rampant *Mirage*-block creature attack or *Ice Age*-block control gymnastics, *Tempest* combines many attributes of the prior two blocks and adds its own ingenuity. In the Limited format, games tend toward three main phases:

- **Early attack using creatures with shadow.** Creatures with shadow can be difficult for opponents to handle. Their low casting cost, high power, and evasion ability make them especially dangerous to the control player. At first glance it might seem that the control player would be overrun by a massive shadow attack. However, *Tempest* has tools to help control players stop the shadow onslaught. Fireslinger and Rootwater Hunter, for example, can both kill most creatures with shadow with a single tap. Other ways to stop early shadow attacks include Searing Touch and Master Decoy, which can slow down the shadow beatdown in order to set up the control player's devastating mid- to late-game cards.

- **Mid-game buildup.** In the *Mirage* block, mana development past the fourth or fifth land rarely changes a game. In *Tempest*, however, land development changes players' options radically. Some of the better cards in *Tempest* require more mana to use efficiently, and others create powerful effects at higher mana amounts. Buyback spells such as Elvish Fury and Disturbed Burial are quite powerful without requiring acres of real estate. If a player survives the early game, the mid-game buyback spells create a problem for any opponent.

Another difficulty in the mid-game is dealing with green creatures. Green is the only color with many large creatures, so with four or five mana, a green player can easily summon a host of large creatures that'll destroy most blockers. The sheer size of Heartwood Treefolk, Apes of Rath, and Skyskroud

Troll is difficult for any color to handle. Thus, unlike the *Mirage* block, the *Tempest* mid-game won't feature a lot of creature battles. *Tempest* challenges players to kill creatures without falling back on blocking.

- **Late-game buyback spells.** Once lots of mana is available, late-game buyback spells such as Evincar's Justice, Capsize, and Whispers of the Muse become incredibly powerful. These late-game cards will become staples of control players' Limited decks. Fast creature decks, on the other hand, will include them on occasion as a late game finisher. Plus, Rolling Thunder, which is part Earthquake, part Fireball, and part Wrath of

God, is one of the best late-game X spells ever printed for Limited play. Not only can Rolling Thunder target opponents for the kill, it can also destroy their entire armies. Limited players blessed with Rolling Thunder will find a way to work enough red into their decks. Although Kaervek's Torch and Lava Burst are excellent cards in their blocks, no X spell will change the game as much as Rolling Thunder.

As for *Tempest* Standard, who knows? Standard environments are often fluid, with card values changing drastically depending on the decks. The re-appearance of Circles of Protection and a host of counterspells might make white-blue decks very popular. Cheap creatures coupled with great creature removal also make black an attractive option. Red has many good burn spells and has the most versatile removal in the game. My preliminary pick for the set's broken card is Eladamri's Vineyard, a card that produces more mana than it costs and will make green-deck players jump for joy.

Color and Mana Choices

The key to success in all three Limited environments is a keen sense of pace and mana development. These two factors create a totally different kind of Magic game in each environment. The slow pace in the *Ice Age* block enables players to use four or even five colors, because the game will be long

enough for a player to find the lands needed to play key cards. Splashing colors for power cards in the *Ice Age* block is a perfectly feasible strategy.

In the *Mirage* block, the pace is so fast that mana development must be flawless in the first five turns. Two- and three-color decks are the norm. Two-color-deck players using slightly fewer medium creatures can still win, because they will usually be able to play their entire hands in the first five or six turns. Even a three-color deck may stall due to mana problems; a four-color deck will usually be overrun.

Tempest, much like the *Mirage* block, requires players to choose two or three colors. A two-color approach in *Tempest* is viable because of the low mana cost of creatures. Black in particular can mount an aggressive attack with no more than two or three land in play—this is impossible in the *Ice Age* and *Mirage* blocks.

As for mana choices, astute *Ice Age*-block Limited players match mana for spells almost exactly. Five black spells means five swamps in the deck. This one-to-one ratio, which holds until more than six cards of a color are included in a deck, also encourages splashing a deck with a fourth color. I like to think of splashing colors in the *Ice Age* block as playing two- or three-card combos (two forests and a Hurricane, for example).

In *Mirage*-block Limited play, however, mana ratios are not as obvious. Mana balance must be geared toward developing during the first four

or five turns. If a player is using six black cards and eight red cards, but the black cards are valuable only in the early game and the red cards are mid- to late-game cards, then his or her mana ratios must reflect that. If that player doesn't see a swamp early, the results can be devastating if he or she is holding a Skulking Ghost, Sewer Rats, and Fallen Askari! In addition, the player won't need two mountains early on for late-game cards such as Volcanic Dragon, Fireblast, and Volcanic Geyser, so a slower development in red is acceptable.

Tempest Limited-deck mana depends greatly on deck style. If the deck is fast, fifteen or sixteen land will do. If the deck relies on buyback spells and other control cards, seventeen or eighteen land will be necessary.

Putting it All Together

The important thing to remember is that *Tempest* will feel like no other set. Understanding the flow of each game and each color's capabilities gives you a sizable advantage. In *Ice Age*, each color was reigned in by the weak creature base. *Mirage*'s powerful creatures limited creatureless deck options. *Tempest*'s duality makes for an interesting environment in which speed and control can compete on the same field of battle.

When the next Magic expansion set comes out, spend time with your friends analyzing the relative merits of each card. Broaden the scope of your investigation and examine the environment in which you'll be competing next. It makes a big difference. ♦

Brian Hacker is a Pro Tour player who is used to changing environments. Read more about Brian's colorful background on page 8.

The Road to Rio

THE
DUELIST
1998
Invitational

*The 1998 Duelist Invitational
Is Just Around the Corner*

THE SECOND ANNUAL DUELIST INVITATIONAL, known as the All-Star tournament of **Magic**, is set to take place January 29 through February 1 in beautiful Rio de Janeiro. Sixteen of **Magic**'s best players will gather to decide worldwide bragging rights. This is the tournament where the best of the best go head to head in multiple play formats, each one testing the skill, strategy, and endurance levels of every participant. This year's competition will coincide with Grand Prix-Rio, one of the large-scale "Super Qualifiers" featuring cash prizes (\$32,000) and multiple invitations (eight) to the **Magic** Pro Tour.

The *Duelist* Invitational's preliminary rounds will consist of fifteen one-on-one matches (best two-out-of-three-duels each) pitting each player against every other invitee. The rounds will consist of five different formats (three Constructed, two Limited) with each one being played out for three matches. The two players with the best overall records will then meet in a best three-out-of-five-duels championship match. Last year's inaugural event, which took place in Hong Kong, saw Sweden's Olle Råde emerge victorious. After posting an 11-4 match record throughout the tournament's first two days, Råde met Virginia's Mike Long (12-2-1) in the finals and won convincingly, 3-1.

Like last year, the grand prize for the victor will be to work with members of Wizards of the Coast's **Magic** Research & Development team to design his very own **Magic** card. This includes not only creating the casting cost and abilities of the card, but also developing the name, flavor text, and art description.

This year's sixteen invitees were selected by their peers, and by a panel of qualified judges. All players eligible for consideration had to have earned at least four Pro Tour player points during the 1996-97 Pro Tour season. All worthy players' names were placed on a ballot, which appeared in *Duelist* #19 and which was handed out at the 1997 **Magic** World Championships. Each voter was asked to pick sixteen names. Those results were tabulated and the top thirty-two names were passed to a special panel, hand-picked by the editors of *The Duelist*, who selected the final sixteen invitees. Interestingly, only five of last year's invitees were chosen again: Mark Chalice, Mark Justice, Mike Long, Olle Råde, and Brian Weissman.

The following sixteen players, in alphabetical order, represent this year's invitees to the second annual *Duelist* Invitational.

Best of luck to all.

TERRY BORER (CANADA)

Age: 19 **Resides:** North York, Ontario

Occupation: Student, Engineering, University of Toronto

Top 1996-97 Place-Finishes: Pro Tour-New York, champion; Pro Tour-Atlanta, quarterfinalist; 1997 World Championships, ninth; Pro Tour-Dallas, 30th; and Pro Tour-Los Angeles, 33rd.

Previous Season's Top Pro Tour Finish: 1996 Pro Tour-Columbus, champion (Junior division).

MARK CHALICE (U.S.A.)

Age: 25 **Resides:** Claremont, California

Occupation: Computer Technical Support Specialist

Top 1996-97 Place-Finishes: 1996 *Duelist* Invitational, third; Pro Tour-New York, quarterfinalist; Pro Tour-Paris, 10th; Pro Tour-Los Angeles, 23rd; and Pro Tour-Atlanta, 51st.

Previous Season's Top Pro Tour Finish: 1996 World Championships, 11th.

JOHN CHINNOCK (U.S.A.)

Age: 25 **Resides:** Summit, New Jersey

Occupation: Graduate Student, Business, University of Syracuse

Top 1996-97 Place-Finishes: 1997 World Championships, quarterfinalist; Pro Tour-New York, quarterfinalist; Pro Tour-Paris, 17th; Pro Tour-Dallas, 38th; and Pro Tour-Los Angeles, 47th.

Previous Season's Top Pro Tour Finish: Pro Tour-Long Beach, 45th.

SVEND SPARRE GEERTSEN (DENMARK)

Age: 16 **Resides:** Copenhagen, Denmark

Occupation: Student

Top 1996-97 Place-Finishes: 1997 World Championships, semifinalist; 1997 Danish Nationals, finalist; Pro Tour-New York, 31st; and Pro Tour-Paris, 57th.

Previous Season's Top Pro Tour Finish: 1996 World Championships, 47th.

TOMMI HOVI (FINLAND)

Age: 17 **Resides:** Kaarina, Finland

Occupation: Student

Top 1996-97 Place-Finishes: 1997 World Championships, 15th; Pro Tour-Los Angeles, champion; Pro Tour-Paris, 15th; and Pro Tour-Atlanta, 20th.

Previous Season's Top Pro Tour Finish: 1996 World Championships, quarterfinalist.



Borer



Chalice



Chincock



Geertsen



Hovi



Justice



Råde



Long

MARK JUSTICE (U.S.A.)

Age: 28 Resides: Seattle, Washington

Occupation: Professional Magic player and instructor

Top 1996-97 Place-Finishes: 1997 World Championships, 17th; Pro Tour-Paris, finalist; Pro Tour-Atlanta, 10th; Pro Tour-Los Angeles, 12th; Pro Tour-Dallas, 32nd; and Pro Tour-New York, 48th.

Previous Season's Top Pro Tour Finish: 1996 World Championships, finalist.

DARWIN KASTLE (U.S.A.)

Age: 25 Resides: Allston, Massachusetts

Occupation: Marketing Administrator

Top 1996-97 Place-Finishes: Pro Tour-Atlanta, finalist; and Pro Tour-Paris, semifinalist.

Previous Season's Top Pro Tour Finish: Pro Tour-Long Beach, semifinalist.

MIKE LONG (U.S.A.)

Age: 22 Resides: Harrisonburg, Virginia

Occupation: Professional Magic player

Top 1996-97 Place-Finishes: Pro Tour-Paris, champion; Grand Prix-Washington, D.C., champion; 1996 *Duelist* Invitational, finalist; Pro Tour-Atlanta, quarterfinalist; Pro Tour-Los Angeles, ninth; and 1997 World Championships, 24th.

Previous Season's Top Pro Tour Finish: 1996 World Championships, 15th.

PAUL MCCABE (CANADA)

1996-97 Pro Tour Player of the Year

Age: 20 Resides: Toronto, Canada

Occupation: Student, Engineering, University of Toronto

Top 1996-97 Place-Finishes: Pro Tour-Dallas, champion; 1997 World Championships, semifinalist; and Pro Tour-Paris, 44th.

Previous Season's Top Pro Tour Finish: Pro Tour-Long Beach, finalist (Junior division); and Pro Tour-Columbus, finalist (Junior division).

OLLE RÅDE (SWEDEN)

1995-96 Pro Tour Player of the Year

Age: 18 Resides: Göteborg, Sweden

Occupation: Student

Top 1996-97 Place-Finishes: 1996 *Duelist* Invitational, champion; 1997 World Championships, 16th; Pro Tour-Dallas, quarterfinalist.

Previous Season's Top Pro Tour Finish: Pro Tour-Columbus, champion.

NATHAN RUSSELL (AUSTRALIA)

Age: 22 Resides: Adelaide, Australia

Occupation: Student

Top 1996-97 Place-Finishes: 1997 Asia Pacific Championships, champion; 1997 Australian Nationals, finalist; Pro Tour-Atlanta, 21st; Pro Tour-Los Angeles, 32nd; and Pro Tour-Dallas, 58th.

Previous Season's Top Pro Tour Finish: Did not compete.

JAKUB SLEMR (CZECH REPUBLIC)

Age: 20 Resides: Prague, Czech Republic

Occupation: Computer Specialist

Top 1996-97 Place-Finishes: 1997 World Championships, champion; Pro Tour-Los Angeles, 10th; and Pro Tour-Paris, 46th.

Previous Season's Top Pro Tour Finish: 1996 World Championships, 18th.

TOSHIKI TSUKAMOTO (JAPAN)

Age: 31 Resides: Tokyo, Japan

Occupation: Hobby Shop Owner

Top 1996-97 Place-Finishes: 1997 Japanese Nationals, finalist; 1997 Asia Pacific Championships, finalist; 1997 Grand Prix-Tokyo, finalist; Pro Tour-Atlanta, 14th; and 1997 World Championships, 28th.

Previous Season's Top Pro Tour Finish: 1996 World Championships, 14th.

BRIAN WEISSMAN (U.S.A.)

Age: 22 Resides: Campbell, California

Occupation: Student, UC Santa Barbara

Top 1996-97 Place-Finishes: Pro Tour-Los Angeles, quarterfinalist; Pro Tour-Paris, 11th; Pro Tour-New York, 27th; Pro Tour-Dallas, 54th.

Previous Season's Top Pro Tour Finish: Pro Tour-Columbus, quarterfinalist.

JOHN YOO (U.S.A.)

Age: 24 Resides: Buena Park, California

Occupation: Student, Computer Science, Computer Learning Center (Anaheim, CA)

Top 1996-97 Place-Finishes: Pro Tour-Atlanta, semifinalist; Pro Tour-Los Angeles, semifinalist; Pro Tour-New York, ninth; 1997 World Championships, 20th; and Pro Tour-Dallas, 48th.

Previous Season's Top Pro Tour Finish: Pro Tour-Columbus, 56th.

JASON ZILA (U.S.A.)

Age: 17 Resides: Huntington Beach, California

Occupation: Student, Edison High School

Top 1996-97 Place-Finishes: Pro Tour-Dallas, finalist; Pro Tour-Paris, quarterfinalist; Pro Tour-Atlanta, 15th; and 1997 World Championships, 41st.

Previous Season's Top Pro Tour Finish: Pro Tour-Long Beach, quarterfinalist (Junior division).

—compiled by Terry Melia and Mark Rosewater



McCabe



Råde



Russell



Slemer



Tsukamoto



Weissman



Yoo



Zila

SISAY'S QUEST

PART ONE

The Heart of a Minotaur



SHORT STORY **by** KIJ JOHNSON

ILLUSTRATION BY TERESE NIELSEN

LONG BEFORE SHE MET GERRARD AND JOINED HIS QUEST, Sisay began collecting the artifacts that made up Gerrard's mysterious Legacy. Her parents set her this task, but in the years she has captained the *Weatherlight*, it has become more than a filial duty to her; it has become her life.

"The Heart of a Minotaur" is the first installment in an exciting new series of short fiction in *The Duelist*. Written by Kij Johnson, winner of the Theodore A. Sturgeon Award, this is a story of Sisay's youth—and of her own quest.

THE VOLCANIC DRAGON SCREAMED his rage and dove at the *Weatherlight*, slamming his huge body into the flying ship's hull. The vessel fell for a sickening instant before it stabilized. Captain Sisay fought back her own scream of rage as the dragon flashed past the immense windows of the ship's bridge, bare yards past the deck.

Sisay wrestled to control the *Weatherlight's* plunging; from a corner of her eye, she saw the dragon bank and climb over a low mountain, preparing for another attack. Straining to find a landing place in the trees below them, she pushed the ship's wheel hard forward. The dragon was going to get one more chance at them before they got into the trees' cover—supposing they survived the crash.

Her first mate Kebitu stumbled across the deck to grab an injured crew member before the unconscious man slid overboard. "He's killing us!" the mate yelled as he passed the bridge windows.

"I'm trying to get under the trees," she shouted back. "Grab something! He's diving again!" Kebitu grappled with the man's bulk to free a hand and grab the railing.

Even forewarned, the attack was almost too fast to comprehend. The dragon hung in the air for a split second. Suddenly the *Weatherlight* slewed sideways as the beast rammed the hull. Sisay screamed, "No!" but it was already too late; burdened by the weight of the crew member, Kebitu lost his grip and the two men plunged over the rail.

There was a terrible wrenching noise as the *Weatherlight* sliced into the forest. A branch shattered one of the bridge windows and Sisay was thrown through the frame, slamming to the ground. Breathless with pain, she could only watch as the ship lurched to starboard among the broken trees, one wing-shaped sail dislocated and pointing to the sky. Perhaps satisfied he had defeated his challenger, the dragon screamed once and soared off.

We were just passing through, Sisay thought numbly. They had been on their way to the destroyed island city of Oneah, still a thousand leagues away, where she had been told she could find information about the Juju Bubble. And now, a simple coincidence—the *Weatherlight's* flight too close to a volcanic dragon's territory during nesting season—might have destroyed the precious pieces of the Legacy she had already gathered.

Sisay staggered to her feet and took quick stock. Apart from a deep cut in one arm (her sword arm, unfortunately), she seemed to be all right: no broken bones, no internal damage. The *Weatherlight* was cradled in the broken trees. The only visible damage was the dislocated mast. Members of her crew were picking themselves up from the ground or dropping from a hatch halfway up the grounded ship's hull. Sisay shouted and waved. A ragged cheer rose from the survivors.

"Captain?" Blood dripping down her angular face, the *Weatherlight's* navigator limped up. "I was afraid..." She left the sentence unfinished.

"Are you all right, Meida?" Sisay asked. "Your forehead's cut."

The navigator shrugged. "It's nothing. Just another scar to tell my daughters about. You?"

Sisay nodded. "Fine. What about Kebitu and Devved? They went overboard when the dragon rammed us."

"I saw." Meida swallowed heavily. "I'm sorry, captain. They didn't make it, either of them."

"I guessed," Sisay tried to ignore the burning in her eyes. "We will grieve later. Tell me about the ship."

Meida waved a dirty hand at one of the men, who was scanning the woods. "Tterso over there was telling me it's total chaos below decks, but he thinks the Legacy and the supplies are all right."

"And the *Weatherlight*?"

Meida shrugged again. "Who knows? I've never understood this ship. But my guess is that the only problem is that." She pointed at the mast, which had broken free of its pivot-socket. "The metal's ripped apart like overripe fruit."

"That is bad," Sisay said.

"Are we carrying a spare?"

"No. We're going to have to build a new socket, and that means we need a forge. And *that* means we're either going to have to hike out and find one, or build one here."

Meida cursed. "That might take months!"

"Got any better ideas?" Sisay rolled her aching shoulders.

"Captain!" Tterso ran to them, pointing back toward the woods. "Captain, someone's coming—lots of them, this way!"

"Crew! 'Ware the woods!" Sisay shouted. The men and women jumped into readiness. Pulling free her cutlass with her off-arm, Sisay eyed the trees and asked Tterso, "Do you

know who they were?"

"No, I just heard...." The man stopped as the underbrush was pushed aside and a bull-headed being paced into the clearing the *Weatherlight* had created.

"Oh, no," Sisay whispered. "Minotaurs. *Talruum* minotaurs." The minotaurs of the Talruum Mountains were famous across all Jamuraa—and perhaps beyond—as powerful fighters who killed all strangers. More poured from the underbrush, and then more, until there were better than forty of them.

Sisay felt rather than saw her own crew gathering behind her, injured and outnumbered, with swords and knives and makeshift weapons snatched from the wreckage. The minotaurs moved forward, fingering the crystal weapons they carried. *Maybe something can be salvaged from this*, she thought grimly. Raising one hand, she stepped forward.

"Greetings!" Her words rang out and stopped the minotaurs. "I am Sisay, captain of the *Weatherlight*."

One minotaur, a grizzled male, said, "I am Khygot, oldest of this group, and so I speak. How did you come here?"

"Our ship was flying over the forest," Sisay replied. "We were attacked by a dragon and forced to the ground."

"Flying?" The minotaur's voice held disbelief edged with scorn. When Sisay did not respond, he said, "You are trespassing here."

"I understand this," Sisay said, willing her voice to stay calm. "We need a forge to repair our ship. We crave your assistance in this, and then we will leave."

"No," Khygot said in a rumble. "We have never allowed strangers in our mountains."

"We had no choice!" Sisay said. Behind her, Meida murmured something to the other crew members, voice tense.

"Nor have we," Khygot said slowly. "It is tradition. We cannot permit strangers to leave."

Sisay heard a crew member gasp. "These people are my responsibility," she said coldly. "I cannot allow this."

Khygot's voice was as gentle as a minotaur's could be. "How will you stop us? There are two score of us, twice your group's size. We will make it quick and

honorable." He stepped forward.

"Wait!" Sisay cried over the shouts of the crew. There *had* to be a solution. "I have heard you are people of honor. Well then, I challenge you."

"You challenge?" Khygot raised his voice over the muttering of the minotaurs.

"Yes," she said through lips gone suddenly numb. "I will fight a champion of your choosing. If I win, you will grant my crew life—and you will give us a forge and supplies, and any aid we need in getting my ship aloft again. And we will tell no one that you let us go."

Khygot shook his great horns at her. "You are half my size, little one, and I see blood on your sword arm. You are dead already, and your crew with you. Why should we take your challenge?"

Sisay bit her lip. "It would be honorable for you to at least give me this chance. This is my crew. You may kill me, but at least I will have died fighting for them."

Khygot's eyes drilled into her. Lifting her chin, she met them. At last he said, "Try to flee and we will kill you. We will withdraw to discuss your offer." He made a gesture with his heavy-fingered hand and the minotaurs faded back into the trees. Sisay and her crew were alone again.

"Are you crazy?" Meida grabbed her wounded arm, making her gasp in pain.

"I didn't see another option. Did you?" Sisay closed her eyes.

"We can escape," Meida said, "slip off into the mountains."

"No!" Her voice was harsh in her ears. "We can't abandon the Legacy."

"But they'll kill us!"

"They'll kill us anyway. Didn't you hear? If we run they'll hunt us down. At least this is a chance, however slight. If they accept it."

Meida looked at her for a long moment. "All right then. We'll dig out some extra weapons from the hold. You agreed to this. But if you lose, we will fight. No point in dying without taking a few of them along."

"Hey, I might win," Sisay said with dark humor, then, with sudden seriousness: "I have to. It's not just you—there's the Legacy. We have to get the Legacy out of here."

"I understand." Meida touched her shoulder. "What now, captain?"

"Now we wait."

TAHNGARTH WAS one of the youngest minotaurs in Khygot's group. He had not yet proven himself and so could not sit cross-legged in the inner circle of champions in the clearing near the stranded ship; but from his position just outside, he could hear every word of their rumbling arguments. If he half-turned away, he saw the mast of the strange ship above the trees, like a finger pointing upward.

Khygot clapped his hands for attention. "So. This tiny human has challenged us. Do we accept?"

"Of course," Ghentoth said. Tahngarth did not like him much, but he often represented the People in matters of honor. "But I expect she won't take me long. I've seen tougher meerkats." A roar of laughter ran through the minotaurs.

"No, Ghentoth, not you. We have young who need to prove themselves," Khygot said, looking around. "Tahngarth. You are the age for this."

Tahngarth paused. "No."

The inner circle exploded in talk. "You refuse?" Khygot asked, incredulous.

"No," Tahngarth said again. He stepped forward to the center of the circle. "Why kill them at all? We can give them the help they need and let them go."

Ghentoth grunted. "Always thinking differently, eh, boy? Tradition says they die...they die, as simple as that. If you are not minotaur enough to take this challenge, I will."

Tahngarth bit back a snarl. "By Torahn, I'm minotaur enough to feel there's no honor in such a killing."

Ghentoth jumped to his feet. "Are you implying...."

"Enough," interrupted Khygot. "As eldest, I say this: We cannot refuse the challenge. To do so would deny who we are. If they win, we will offer the aid the human demanded. But she is small and injured. She will not win."

Tahngarth said, "She will not need to. I will stand in place of the human Sisay in this challenge."

"You?" Ghentoth jeered. "You're no stronger than a human yourself." The minotaurs laughed.

"Why, Tahngarth?" Khygot asked. "There's no honor in fighting for humans."

Tahngarth drew himself upright. "There's no honor in killing her crew when they are outnumbered and lost! She knows this challenge means her death, and she throws defiance in our faces. It will be an honor to fight her challenge—she has more heart than the lot of you."

Almost as a body, the minotaurs leapt up shouting.

"I suppose we must agree to your proposal," Khygot said, when he could be heard again. "Very well, then. We will have the challenge here, away from the humans' prying eyes."

"WHAT'S TAKING them so long?" Meida tied the bandage on Sisay's arm. The shouts from the nearby clearing had ended, and now an ominous silence hung over the woods.

This wasn't going to be good. Even moving the arm brought tears to Sisay's eyes; she couldn't imagine lifting her cutlass, let alone exchanging blows. She found herself hoping that they had for some reason skulked off. But that was not the reputation of the minotaurs of the Talruum Mountains. They'd return soon enough, one way or the other.

There was a sudden bellowing from the minotaurs. "What...?" Sisay began and stopped when she heard the clash of weapons engaging.

"Who are they fighting?" Meida gasped.

"Listen!" Sisay said. "I'm going to see what's going on. It's probably just some preliminary to the challenge. But if they're fighting among themselves or if someone's attacked them, we'll grab as much of the Legacy as we can carry and get out of here. Meida, since Kebutu is dead, you're my new first mate. You're in charge until I get back."

Without waiting for a response, she loped into the woods, towards the sounds of clashing weapons and minotaur shouts.

BLEEDING FROM a cut along one thigh and trying to ignore the shouts around him, Tahngarth circled warily. *Well*, he thought with the tiny corner of his brain not given over to battle, *at least he's treating me like a real challenger.*

Ghentoth feinted with his sword, and Tahngarth jumped back. Carved of a single piece of tekyl crystal, the sword was stronger than any steel blade.

Ghentoth was having the best of it so far. The two minotaurs had closed twice from their circling positions, slamming their blades together, each trying to force the other backward until the blades slid apart and it became possible to slash at the unbalanced minotaur before he steadied himself. It was the traditional style of fighting for champions in challenge, but it offered an advantage to Ghentoth, who possessed the better blade and larger size. Both times, Tahngarth had been the one to stumble, and Ghentoth had punished him with a long slash to his thigh and another along his forearm.

Ghentoth leapt at him, but this time he was ready. The swords slammed together with a shock that went through Tahngarth's shoulders and back. Ghentoth leaned forward as the blades locked, teeth bared inches from Tahngarth's face. The younger minotaur felt himself forced inexorably backward. Close to breaking, his sword creaked in his hand.

How did I think I could defeat him? he thought desperately. *He's stronger and more experienced; he knows all the traditions; his blade is better. What do I have that he doesn't?*

The answer came to him in his foe's own words: *always thinking differently.* Now he knew what to do. It wasn't a traditional move when Tahngarth twisted to one side. As the blades slashed to the ground, Tahngarth kicked out and swept Ghentoth's hooves out from under him, hitting him on the chin as he fell—another new move. Momentarily stunned, Ghentoth fell to the ground. Tahngarth kicked the crystal sword from Ghentoth's hand, then threw aside his own

steel blade and snatched up his opponent's sword. He pressed it against Ghentoth's throat until the crystal tip drew a single drop of blood.

Then lifting his foe's sword over his head, Tahngarth roared, "I have taken life's blood from Ghentoth, and I have this to say. The human Sisay is small and hurt and without our strength or endurance, and yet she has the heart of a minotaur. I am proud to have proven myself in her challenge. By my actions, I have earned for her crew the right to aid and safe passage. And I have earned the right to be called 'champion' by the People. Now I am Tahngarth, Talruum champion." And lifting his head to the sky, he began the victory chant.

One by one, the minotaurs joined him. Tradition was tradition.

WITH THE minotaurs' voices in her ears, Sisay crept from the rocks where she had hidden to watch the battle. She returned to her crew and said nothing to them when Tahngarth limped up to her, saying, "It has been resolved. We will help you."

Sisay smiled at him. "She'll fly soon, and then you'll see an amazing thing."

"Yes," he said, and then hesitated. "What is it like?"

She laughed. "I've seen things you can't even imagine—looked down into the heart of a volcano, danced in the eye of a hurricane. I've even seen a minotaur fighting for humans." She turned to him, suddenly serious. "You are not very like your kinsmen, are you? Your people believe that strange ways are dangerous ways."

"Yes," he said slowly.

"But you..." she touched his arm, "...you are different. So perhaps you'll listen when I say this to you: join us on the *Weatherlight*."

Tahngarth looked at her for a long moment, his breath coming hard between his teeth. "Yes," he said, and his heart rose on the wings of the *Weatherlight*. ✱

Next, Sisay and Tahngarth enter the great library in the destroyed city of Oneah.



I'm OK, You're Toast

MechWarrior Offers a Holistic Approach to Deck Improvement

BY TOM WYLIE

WHEN MOST PEOPLE THINK OF BATTLETECH, they think of big, honkin' death machines stomping around the battlefield and blowing the snot out of each other. But every once in a while someone stops to ask questions like: Why are we here? What's the environmental-impact report say about this? And who's piloting these things, anyway? Usually we dismiss such questions as frivolous, but they've been mounting up for a while, so we decided to address all of these aspects of the game's backstory when we set out to design *MechWarrior*.

Big, honkin' death machines don't do you much good if they don't know where to go or what to shoot at. Since autopilot technology apparently isn't what it used to be, you need good, solid MechWarriors to pilot those death machines. So the first thing we did was add some Pilot cards with interesting abilities...like Gearhead, who boosts his 'Mech in combat and makes the 'Mech tougher, or RiStar MechWarrior, who has a fifty-fifty chance of recovering any Mission card you play, as long as he's involved in the mission or battle. Plus, we've also included a wide range of cards to support your Pilots, making them better, stronger, or faster, returning dead Pilots from the Scrapheap, and so on.

We made the site of the battle a factor by introducing Terrain cards, enhancements that are played on an entire region rather than on a particular card. Each Terrain card has an ability that applies only when a target in that region is attacked, and represents the effect that physical terrain might have on a battle. For example, Rocky Gorge damages each attacking 'Mech, so you might play

it on your Command Post to use whenever 'Mechs attack one of your Command cards. Civilian Settlement damages your opponent's Stockpile based on damage that attacking 'Mechs dish out in the region that card enhances (let's face it, blasting innocent malls with PPCs won't make your opponent popular with the rubes). Play Civilian Settlement on your Stockpile, and whenever 'Mechs attack that region (or a 'Mech that's guarding it), you'll reflect damage back onto the attacker.

Treats for All

MechWarrior also gives a boost to a couple of the undersupported Inner Sphere factions: the Free Rasalhague Republic and the St. Ives Compact. You can send your opponent on an express trip to the Stone Age with Rasalhague's new bombing cards like Airstrikes, or use to Home, which scraps cards from his or her hand instead of the Stockpile. St. Ives gets a boost with various sneak and underhanded cards like Work of Spillage, which lets you choose an asset—say Assembly—and force your opponent to pay related asset costs whether or not he or she has that asset in play. The Clans benefit as well, for example, Clan cards representing various infantry classes and factions, like Crusader's Reaction, which gives each of your attacking 'Mechs +1 attack.

And don't think we've forgotten 'Mechs after all that. This set includes a lot of flashy new 'Mechs, like the Hunchback IIC, which has a base attack of 5 and throws in dual Ultra AC/20's to get Alpha Strike: +5! Take that, Inner Sphere! (Of course, it only takes 5 damage to kill it, but you can't have everything...well, not for under 10 resources, anyway.) Probably the most exciting 'Mechs are the ones that come with the

new C³ option, which allows a group of 'Mechs to use each other as spotters, firing at targets as if all were at optimal range. In game terms, this means that every 'Mech with C³ gets +2 attack when it's in a group with at least one other C³ 'Mech—basically, you want to use either a lot of C³ 'Mechs or none at all. It's a pretty cool new dynamic, especially once you get the big guns out (Glenn Elliott gives still glaze over whenever I mention the Sunder). The deck in the sidebar is an example of what you might do with a C³ home, though there's also a C³ Retrofit card that lets you throw in some ringers if you want to.

So, the new BattleTech expansion should have no problem healing the inner child in all your Mech jockeys out there—after all, it was specifically designed to. With new and better pilots to underscore the warm, human side of 'Mech combat, Terrain cards to raise your environmental awareness, and the new C³ option that encourages your 'Mechs to play nicely with each other through coordinated team efforts, I can't think of a better way to honor and nurture your opponents while you annihilate their Stockpiles and rub their faces in the dirt. **B**

The kinder, gentler Tom Wylie put down his healing crystals and aromatherapy oils long enough to write this article for The Duelist.

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"C³ and C-Ya Later"

A MECHWARRIOR DECK

Resources (24)

- 9 Assembly
- 5 Munitions
- 7 Tactics
- 2 ComStar Support
- 1 Repair Facility

Mechs (24)

- 4 Avatar AV1-OC*
- 4 Blackjack BJ2-OB*
- 4 Firestarter FS9-OD*
- 4 Naginata NG-C3A*
- 4 Owens OW-1*
- 4 Sunder SD1-OB*

Support Cards (12)

- 1 Black Market Connections
- 1 Defensive Formation
- 2 Long-Range Targeting System
- 1 Missile Spotter
- 1 NARC Retrofit*
- 1 Overrun
- 2 Owens OW-1D*
(yes, this counts as a support card in this deck)
- 1 Retrofitted Missile System
- 2 Risky Combat Jump

* MechWarrior card



THE PRIMARY GOAL of the deck is, obviously, to get a huge C³ network going. While C³ 'Mechs are vulnerable in isolation, when linked together they create a net that is far more

powerful than the individual elements. Avatars and Sunders serve as the backbone of the deck, while the Naginatas are missile boats that can also carve up anything blocking them. The Owens and the Firestarters run interference, making it more difficult for your opponent to pick on your slow 'Mechs, and the Firestarter's ECM makes it even more annoying to attack or block. Finally, the Blackjacks give you something to do if you aren't drawing all your assets early in the game, and are relatively difficult for your opponent to mess with.

The secondary goal of the deck is to pound your opponent's Stockpile, whether you're blocked or not. Every 'Mech in the deck (other than the Owens, which are mostly there as support) has long-range ability (can do damage to the target even if blocked) or missiles, so most of your attacks will involve firing over the blockers' heads. You'll often find yourself with a spare point of attack (or two, or three) that can be directed to the Stockpile as well. Thus, even if your opponent is able to regularly block your attacks, you'll still be picking away at his or her Stockpile for most of the game.

The support cards are almost all focused on this secondary goal. You have two Owens OW-1Ds, a NARC Retrofit, and a Missile Spotter to boost your missile 'Mechs (though these often won't be useful until you get a Naginata out). The Owens OW-1Ds are not listed with the 'Mech cards since they really are meant as support, not to run around in play for a long time. The Long-Range Targeting Systems are mainly for the Owens, as they have neither long-range damage nor Missile, but can enhance anything that seems appropriate, given the game situation. For example, a Blackjack has a base attack of 3, C³, and 2 long-range damage built in; if you give it an LRTS, it can do a total of 4 long-range damage even when attacking alone! The other support cards are just solid, all-purpose utility cards that are useful in almost every deck. —T.W.

Card MECHWARRIOR List

CARD TITLE	KEYWORDS	ARTIST	RARITY	CARD TITLE	KEYWORDS	ARTIST	RARITY
1 Accidental Collision	Mission	Ted Naifeh	U	57 Night Gyr B	'Mech • Omni • Clan • Jade Falcon • Smoke Jaguar	Colin MacNeil	C
2 Airstrikes Close to Home	Command • Inner Sphere • Rasalhague	Thomas Millorn	U	58 Nobori-Nin A	'Mech • Omni • Clan	Lee M. Fields	U
3 Avatar	'Mech • Omni • Inner Sphere • Kurita	Franz Vohwinkel	U	59 OmniMech-Pod Cache	Command	Thomas Millorn	U
4 Black Lanner Prime	'Mech • Omni • Clan	Sam Wood	R	60 Owens	'Mech • Omni • Inner Sphere	Charles Gillespie	C
5 Blackjack	'Mech • Omni • Inner Sphere	Jock	C	61 Owens	'Mech • Omni • Inner Sphere • Kurita	Charles Gillespie	R
6 Brutal Punch	Mission • Inner Sphere	Franz Vohwinkel	C	62 Peregrine	'Mech • Clan	Dermot Power	C
7 C3 Retrofit	Command • Enhancement • Inner Sphere	Chris Trevas	C	63 Phantom A	'Mech • Omni • Clan • Wolf	Zak Plucinski	U
8 Cauldron-Born A	'Mech • Omni • Clan • Smoke Jaguar	Patrick Beel	R	64 Phantom B	'Mech • Omni • Clan • Wolf	Zak Plucinski	U
9 Cerberus	'Mech • Inner Sphere	Christina Wald	U	65 Phelan Ward	Command • Unique • Clan • Wolf	John Saunders	R
10 Charge!	Mission • Inner Sphere	Hannibal King and David Seeley	R	66 Piranha	'Mech • Clan	John Kyffin	R
11 Civilian Settlement	Command • Enhancement • Terrain • Inner Sphere	Doug Chaffee	C	67 Pouncer A	'Mech • Omni • Clan • Wolf	Doug Chaffee	U
12 Contract with Hansen's Roughriders	Command • Unique • Mercenary • Inner Sphere	Thomas Millorn	R	68 Pouncer B	'Mech • Omni • Clan • Wolf	Doug Chaffee	C
13 Corridor of Fire	Command • Inner Sphere	Cliff Upp	U	69 Prince Victor	Command • Unique • Inner Sphere • Davion	John Saunders	R
14 Creative Terraforming	Command	Simon Harrison	U	70 Prometheus	'Mech • Unique • Omni • Inner Sphere • Davion	John Kyffin	R
15 Crusader Faction	Command • Faction • Clan	David Seeley and Rick Berry	U	71 Rakshasa	'Mech • Inner Sphere	Mike Poole	U
16 Daikyu	'Mech • Inner Sphere • Kurita	Mike Jackson	U	72 Redline Pilot	Command	Clint Langley	U
17 Daimyo	'Mech • Inner Sphere • Kurita	Dom!	C	73 Ristar MechWarrior	Command • Clan	Colin MacNeil	R
18 Deep Lake	Command • Enhancement • Terrain	Janine Johnston	C	74 Rocky Gorge	Command • Enhancement • Terrain	Clint Langley	C
19 Defection	Command • Subterfuge	Pat Morrissey	U	75 Rolling Hills	Command • Enhancement • Terrain	John D. Krantz	C
20 DropShip Intercept	Mission • Inner Sphere • St. Ives	Zak Plucinski	U	76 Salvage Yard	Command • Resource	Patrick Beel	C
21 ECM Retrofit	Command • Enhancement	Audrey Corman	C	77 Scientist Caste	Command • Faction • Clan	John Wood	U
22 Evasive Maneuvers	Mission	Hannibal King and David Seeley	R	78 Severed Supply Lines	Command	John Roberts	C
23 Expert Timing	Mission	Mike Jackson	U	79 Sharpshooter	Command	John Roberts	C
24 Falcon Hawk	'Mech • Inner Sphere	Simon Gurr	C	80 Shin Yodama	Command • Unique • Inner Sphere • Kurita	Colin MacNeil	R
25 Falconer	'Mech • Inner Sphere • Davion	Chippy	R	81 Sibko Allegiance	Mission • Clan	Ted Naifeh	R
26 Financial Collapse	Command	Christina Wald	R	82 Simone Devon	Command • Unique • Inner Sphere • St. Ives	David A. Roach	R
27 Fireball	'Mech • Inner Sphere • Davion • Steiner	Mark Tadin	C	83 Single Combat	Command	Paolo Parente	U
28 Firestarter	'Mech • Omni • Inner Sphere	R. Kane Ferguson	U	84 Solaris Contacts	Command • Resource • Inner Sphere	Christina Wald	C
29 Fog-Shrouded Moors	Command • Enhancement • Terrain	Dom!	C	85 Solaris Games Veteran	Command • Unique • Inner Sphere	Audrey Corman	U
30 Fortunes of War	Mission	Dermot Power	R	86 St. Ives Operations Officer	Command • Inner Sphere • St. Ives	John Wood	U
31 Galahad	'Mech • Clan	Ted Naifeh	C	87 St. Ives Salvage Crew	Command • Inner Sphere • St. Ives	John Kyffin	R
32 Gallowglas	'Mech • Inner Sphere	Simon Harrison	R	88 Staging Ground	Command • Resource • Inner Sphere • Rasalhague	Doug Chaffee	U
33 Gearhead	Command • Inner Sphere	Douglas Shuler	C	89 Sunder	'Mech • Omni • Inner Sphere • Kurita	John Roberts	C
34 Grendel Prime	'Mech • Omni • Clan	Andrew J. Hepworth	C	90 Supernova	'Mech • Clan	Colin MacNeil	C
35 Headhunter	Command	Kevin McCann	R	91 Support from Home	Command	John Simpson	R
36 Heavy Woods	Command • Enhancement • Terrain	Kelly D. Krantz	C	92 Tactical Superiority	Mission	John Wood	C
37 Hidden Location	Command • Enhancement	Zak Plucinski	R	93 Targeting Computer Retrofit	Command • Enhancement • Clan	John Raabe	C
38 Hitman	'Mech • Inner Sphere • Kurita	Dermot Power	R	94 Technician Caste	Command • Faction • Clan	Mike Poole	U
39 Hunchback IIC	'Mech • Clan	Clint Langley	C	95 The Remembrance	Command • Clan	John Wood	R
40 Inferno Missile Retrofit	Command • Enhancement	Mike Raabe	U	96 Thunder LRMs	Command • Enhancement	Ted Naifeh	R
41 Jenner IIC	'Mech • Clan	Jock	C	97 Time Bomb	Command	John Matson	U
42 Jump Jet Retrofit	Command • Enhancement	David Deltrick	C	98 Training Facility	Command	Kevin McCann	C
43 Kai, Champion of Solaris	Command • Unique • Inner Sphere • Davion • St. Ives	Paolo Parente	R	99 Turkina A	'Mech • Omni • Clan • Jade Falcon	Franz Vohwinkel	U
44 Katherine	Command • Unique • Inner Sphere • Steiner	David A. Roach	R	100 Turkina C	'Mech • Omni • Clan • Jade Falcon	Franz Vohwinkel	R
45 Khan Natasha Kerensky	Command • Unique • Clan • Wolf	William Simpson	R	101 Tyra Miraborg	Command • Unique • Inner Sphere • Rasalhague	John Alexander Gregory	R
46 Komodo	'Mech • Inner Sphere • Kurita	Franz Vohwinkel	R	102 Unnamed Sources	Command • Subterfuge	Chippy	U
47 Linebacker A	'Mech • Omni • Clan • Wolf	Kevin McCann	U	103 Warden Faction	Command • Faction • Clan	Liz Danforth	U
48 Loremaster	Command • Clan	Janine Johnston	U	104 Warrior Caste	Command • Faction • Clan	Janine Johnston	U
49 MedEvac Team	Command • Inner Sphere	Pat Morrissey	R	105 Watchman	'Mech • Inner Sphere • Davion	Franz Vohwinkel	C
50 Merchant Caste	Command • Faction • Clan	Liz Danforth	U	106 Wolfgang Hansen	Command • Unique • Mercenary • Inner Sphere	John Alexander Gregory	R
51 Naga A	'Mech • Artillery • Omni • Clan • Wolf	Randy Asplund-Faith	U	107 Work Stoppage	Command • Inner Sphere • St. Ives	Janet Hamlin	U
52 Naga D	'Mech • Artillery • Omni • Clan • Wolf	Randy Asplund-Faith	U	108 Wrath	'Mech • Inner Sphere • Liao • Marik	Doug Chaffee	C
53 Naginata	'Mech • Inner Sphere • Kurita	Clint Langley	U				
54 NARC Retrofit	Command • Enhancement	Mark Poole	C				
55 Narrow Valley	Command • Enhancement • Terrain	Randy Gallegos	C				
56 Night Gyr A	'Mech • Omni • Clan • Jade Falcon • Smoke Jaguar	Colin MacNeil	R				

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Animate Dead	Bk	U	\$6.00	\$8.00	\$2.00
Animate Wall	W	R	\$6.00	\$6.00	\$1.00
Ankh of Mishra	A	R	\$12.00	\$14.00	\$2.00
Armageddon	W	R	\$44.00	\$52.00	\$9.00
Aspect of Wolf	G	R	\$14.00	\$14.00	\$4.00
Bad Moon	Bk	R	\$35.00	\$38.00	\$8.00
Badlands	L	R	\$50.00	\$59.00	\$16.00
Balance	W	R	\$39.00	\$49.00	\$4.00
Basalt Monolith	A	U	\$6.00	\$8.00	\$1.00
Bayou	L	R	\$50.00	\$59.00	\$15.00
Berserk	G	U	\$44.00	\$44.00	\$36.00
Birds of Paradise	G	R	\$26.00	\$39.00	\$8.00
Black Knight	Bk	U	\$9.00	\$17.00	\$2.50
Black Lotus	A	R	\$395.00	\$449.00	\$299.00
Black Vise	A	U	\$17.00	\$19.00	\$1.50
Black Ward	W	U	\$3.00	\$3.00	\$1.00
Blaze of Glory	W	R	\$44.00	\$44.00	\$27.00
Blessing	W	R	\$11.00	\$13.00	\$2.00

ALPHA/BETA/UNLIMITED CARD LIST (cont.)

Card Title	Color	Rarity	Alpha	Beta	Unltd
Blue Ward	W	U	\$3.00	\$3.00	\$1.00
Bog Wraith	Bk	U	\$4.00	\$6.00	\$1.00
Brainweaver	Bl	R	\$27.00	\$37.00	\$9.00
Burrowing	R	U	\$3.00	\$3.00	\$1.00
Camouflage	G	U	\$7.00	\$8.00	\$6.00
Castle	W	U	\$3.00	\$3.00	\$1.00
Celestial Prism	A	U	\$3.00	\$3.00	\$1.00
Channel	G	U	\$3.00	\$3.00	\$1.00
Chaos Orb	A	R	\$89.00	\$99.00	\$69.00
Chaoslance	R	R	\$9.00	\$9.00	\$1.00
Clockwork Beast	A	R	\$14.00	\$14.00	\$2.00
Clone	Bl	U	\$19.00	\$22.00	\$6.00
Cockatrice	G	R	\$17.00	\$17.00	\$4.00
Consecrate Land	W	U	\$16.00	\$16.00	\$12.00
Conservator	A	U	\$3.00	\$3.00	\$1.00
Contract from Below	Bk	R	\$9.00	\$9.00	\$2.00
Control Magic	Bl	U	\$13.00	\$14.00	\$2.00
Conversion	W	U	\$3.00	\$3.00	\$1.00
Copper Tablet	A	U	\$12.00	\$13.00	\$6.00
Copy Artifact	Bl	R	\$23.00	\$29.00	\$7.00
Counterspell	Bl	U	\$17.00	\$19.00	\$2.00
Cruisade	W	R	\$38.00	\$44.00	\$8.00
Crystal Rod	A	U	\$3.00	\$3.00	\$1.00
Cursed Land	Bk	U	\$3.00	\$3.00	\$1.00
Cyclopean Tomb	A	R	\$70.00	\$60.00	\$49.00
Dark Ritual	Bk	C	\$5.00	\$7.00	\$0.50
Darkpact	Bk	R	\$9.00	\$9.00	\$2.00
Deathgrip	Bk	U	\$3.00	\$3.00	\$1.00
Deathlace	Bk	R	\$9.00	\$9.00	\$1.00
Demonic Attorney	Bk	R	\$9.00	\$9.00	\$2.00
Demonic Hordes	Bk	R	\$24.00	\$24.00	\$8.00
Demonic Tutor	Bk	U	\$18.00	\$19.00	\$6.00
Dingus Egg	A	R	\$12.00	\$14.00	\$2.00
Disenchant	W	C	\$5.00	\$8.00	\$1.00
Disintegrate	R	C	\$3.00	\$5.00	\$0.50
Disrupting Scepter	A	R	\$33.00	\$37.00	\$3.00
Dragon Whelp	R	U	\$4.00	\$6.00	\$1.00

ALPHA/BETA/UNLIMITED CARD LIST (cont.)

Card Title	Color	Rarity	Alpha	Beta	Unltd
Drain Life	Bk	C	\$3.00	\$4.00	\$0.50
Drain Power	Bl	R	\$19.00	\$19.00	\$3.00
Dwarven Demolition Team	R	U	\$11.00	\$12.00	\$7.00
Earth Elemental	R	U	\$3.00	\$3.00	\$1.00
Earthquake	R	R	\$29.00	\$29.00	\$5.00
Elvish Archers	G	R	\$24.00	\$24.00	\$3.00
Evil Presence	Bk	U	\$3.00	\$3.00	\$1.00
False Orders	R	C	\$5.00	\$5.00	\$2.00
Fastbond	W	R	\$9.00	\$9.00	\$2.00
Farmstead	G	R	\$24.00	\$24.00	\$7.00
Feedback	Bl	U	\$3.00	\$3.00	\$1.00
Fire Elemental	R	U	\$4.00	\$4.00	\$1.00
Fireball	R	C	\$6.00	\$7.00	\$2.00
Flashfires	R	U	\$3.00	\$3.00	\$1.00
Force of Nature	G	R	\$25.00	\$29.00	\$5.00
Forcefield	A	R	\$139.00	\$149.00	\$95.00
Fork	R	R	\$35.00	\$45.00	\$18.00
Funusaur	G	R	\$11.00	\$14.00	\$4.00
Gaea's Liege	G	R	\$13.00	\$15.00	\$5.00
Gauntlet of Might	A	R	\$139.00	\$139.00	\$95.00
Giant Growth	G	C	\$4.00	\$4.00	\$0.50
Glasses of Urza	A	U	\$3.00	\$3.00	\$1.00
Gloom	Bk	U	\$3.00	\$3.00	\$1.00
Goblin Balloon Brigade	R	U	\$19.00	\$24.00	\$3.00
Goblin King	R	R	\$24.00	\$27.00	\$7.00
Granite Gargoyle	R	R	\$3.00	\$3.00	\$1.00
Green Ward	W	U	\$9.00	\$9.00	\$2.00
Helm of Chatzuk	A	R	\$10.00	\$12.00	\$3.00
Hive, The	A	R	\$39.00	\$44.00	\$8.00
Howling Mine	G	U	\$3.00	\$3.00	\$1.00
Hurricane	G	U	\$3.00	\$3.00	\$1.00
Hypnotic Specter	Bk	U	\$15.00	\$19.00	\$5.00
Ice Storm	G	U	\$26.00	\$26.00	\$3.00
Icy Manipulator	A	U	\$52.00	\$55.00	\$35.00
Illusory Mask	A	R	\$39.00	\$45.00	\$2.00
Instill Energy	G	U	\$3.00	\$3.00	\$1.00
Invisibility	Bl	C	\$6.00	\$6.00	\$2.00

ALPHA/BETA/UNLIMITED CARD LIST (cont.)

Card Title	Color	Rarity	Alpha	Beta	Unltd
Iron Star	A	U	\$3.00	\$3.00	\$1.00
Ironclaw Orcs	R	C	\$1.00	\$1.00	\$1.00
Island Sanctuary	W	R	\$9.00	\$9.00	\$2.00
Ivory Cup	A	U	\$3.00	\$3.00	\$1.00
Jade Monolith	A	R	\$9.00	\$9.00	\$2.00
Jade Statue	A	U	\$16.00	\$24.00	\$15.00
Jayemdae Tome	A	R	\$26.00	\$29.00	\$3.00
Juggernaut	A	U	\$15.00	\$17.00	\$4.00
Karma	W	U	\$3.00	\$3.00	\$1.00
Keldin Warlord	R	U	\$7.00	\$7.00	\$1.00
Kormus Bell	A	R	\$9.00	\$9.00	\$2.00
Kudzu	G	R	\$9.00	\$9.00	\$2.00
Lance	W	U	\$3.00	\$3.00	\$1.00
Ley Druid	G	U	\$3.00	\$3.00	\$1.00
Library of Leng	A	U	\$3.00	\$3.00	\$1.00
Lich	Bk	R	\$59.00	\$64.00	\$47.00
Lifeforce	G	U	\$3.00	\$3.00	\$1.00
Lifeline	G	R	\$9.00	\$9.00	\$1.00
Lifetap	Bl	U	\$3.00	\$3.00	\$1.00
Lightning Bolt	G	R	\$9.00	\$10.00	\$5.00
Living Artifact	G	R	\$12.00	\$14.00	\$2.00
Living Lands	G	R	\$9.00	\$9.00	\$2.00
Lord of Atlantis	A	U	\$4.00	\$4.00	\$1.00
Lord of the Pit	Bl	R	\$17.00	\$19.00	\$3.00
Lure	Bk	R	\$17.00	\$19.00	\$6.00
Magical Hack	G	U	\$3.00	\$3.00	\$1.00
Magnum Djinn	Bl	R	\$27.00	\$32.00	\$7.00
Mana Flare	R	R	\$17.00	\$19.00	\$6.00
Mana Short	Bl	R	\$15.00	\$17.00	\$3.00
Mana Vault	A	R	\$17.00	\$19.00	\$5.00
Marabards	R	R	\$13.00	\$15.00	\$2.00
Meekstone	A	R	\$22.00	\$24.00	\$4.00
Mind Twist	Bk	R	\$17.00	\$19.00	\$2.00
Moat Emerald	A	R	\$209.00	\$219.00	\$159.00
Moat Jet	A	R	\$219.00	\$229.00	\$169.00
Moat Pearl	A	R	\$219.00	\$229.00	\$169.00
Moat Ruby	A	R	\$219.00	\$229.00	\$169.00
Moat Sapphire	A	R	\$219.00	\$229.00	\$169.00
Natural Selection	G	R	\$32.00	\$34.00	\$24.00
Nether Shadow	Bk	R	\$17.00	\$19.00	\$3.00
Nettling Imp	Bk	U	\$4.00	\$4.00	\$1.00
Necronomicon's Disk	A	R	\$52.00	\$69.00	\$10.00
Nightmare	Bk	R	\$29.00	\$34.00	\$8.00
Northern Paladin	W	R	\$17.00	\$22.00	\$3.00

ALPHA/BETA/UNLIMITED CARD LIST (cont.)

Card Title	Color	Rarity	Alpha	Beta	Unltd
Obsidian Golem	A	U	\$3.00	\$3.00	\$1.00
Orchid Artillery	R	U	\$9.00	\$9.00	\$1.00
Orchid Oriflame	R	U	\$35.00	\$3.00	\$1.00
Personal Incarnation	W	R	\$17.00	\$19.00	\$3.00
Phantasmal Forces	Bl	U	\$3.00	\$3.00	\$1.00
Phantom Monster	Bl	U	\$5.00	\$6.00	\$1.00
Pirate Ship	Bl	R	\$9.00	\$9.00	\$2.00
Plaque	L	R	\$50.00	\$59.00	\$20.00
Power Surge	R	R	\$12.00	\$14.00	\$2.00
Psionic Blast	Bl	U	\$39.00	\$39.00	\$29.00
Psionace	W	R	\$9.00	\$9.00	\$1.00
Raging River	R	R	\$39.00	\$44.00	\$29.00
Red Ward	W	U	\$3.00	\$3.00	\$1.00
Regrowth	G	U	\$14.00	\$19.00	\$3.00
Resurrection	W	U	\$3.00	\$3.00	\$1.00
Reverse Damage	W	R	\$18.00	\$22.00	\$4.00
Righteousness	W	R	\$16.00	\$18.00	\$2.00
Roc of Kher Ridges	R	R	\$19.00	\$22.00	\$7.00
Rock Hydra	R	R	\$24.00	\$29.00	\$9.00
Rod of Ruin	A	U	\$3.00	\$3.00	\$1.00
Royal Assassin	Bk	R	\$39.00	\$46.00	\$12.00
Sacrifice	Bk	U	\$3.00	\$3.00	\$1.00
Savannah	N	R	\$50.00	\$59.00	\$15.00
Savannah Lions	Bk	R	\$35.00	\$42.00	\$6.00
Scavenging Ghoul	Bk	U	\$3.00	\$3.00	\$1.00
Scrubland	L	R	\$50.00	\$59.00	\$15.00
Sedge Troll	R	R	\$24.00	\$29.00	\$9.00
Sengir Vampire	Bk	U	\$14.00	\$18.00	\$4.00
Serra Angel	W	U	\$29.00	\$36.00	\$5.00
Shivan Dragon	R	R	\$69.00	\$84.00	\$17.00
Simulacrum	Bk	U	\$3.00	\$4.00	\$1.00
Sinkhole	Bk	C	\$17.00	\$19.00	\$15.00
Siren's Call	Bl	U	\$3.00	\$3.00	\$1.00
Sleight of Mind	Bl	R	\$18.00	\$24.00	\$4.00
Smoke	R	R	\$9.00	\$9.00	\$2.00
Sol Ring	A	U	\$18.00	\$22.00	\$7.00
Soul Net	A	U	\$3.00	\$3.00	\$1.00
Stasis	Bl	R	\$24.00	\$32.00	\$5.00
Steal Artifact	Bl	U	\$5.00	\$5.00	\$1.00
Stone Giant	R	U	\$3.00	\$3.00	\$1.00
Strangeness of Urza	A	R	\$9.00	\$9.00	\$2.00
Swords to Plowshares	W	U	\$19.00	\$22.00	\$2.00
Taiga	L	R	\$50.00	\$59.00	\$16.00
Thicket Basilisk	G	U	\$4.00	\$5.00	\$1.00
Throughtlance	Bl	R	\$9.00	\$9.00	\$1.00

ALPHA/BETA/UNLIMITED CARD LIST (cont.)

Card Title	Color	Rarity	Alpha	Beta	Unltd
Throne of Bone	A	U	\$3.00	\$3.00	\$1.00
Timber Wolves	G	R	\$17.00	\$19.00	\$2.00
Time Vault	A	R	\$109.00	\$119.00	\$79.00
Time Walk	Bl	R	\$259.00	\$279.00	\$199.00
Timetwister	Bl	R	\$169.00	\$179.00	\$129.00
Tropical Island	L	R	\$50.00	\$59.00	\$15.00
Tsunami	G	U	\$3.00	\$3.00	\$1.00
Tundra	L	R	\$50.00	\$59.00	\$16.00
Tunnel	R	U	\$3.00	\$3.00	\$1.00
Twiddle	Bl	C	\$3.00	\$3.00	\$5.00
Two-Headed Giant of Foriys	R	R	\$54.00	\$59.00	\$42.00
Underground Sea	L	R	\$50.00	\$59.00	\$16.00
Uthden Troll	R	U	\$3.00	\$3.00	\$1.00
Verduran Enchantress	G	R	\$9.00	\$9.00	\$2.00
Vesuvan Doppelganger	Bl	R	\$49.00	\$59.00	\$19.00
Veteran Bodyguard	W	R	\$20.00	\$24.00	\$5.00
Volcanic Eruption	Bl	R	\$9.00	\$9.00	\$2.00
Volcanic Island	L	R	\$5.00	\$5.00	\$1.00
Wall of Air	Bl	U	\$5.00	\$5.00	\$1.00
Wall of Bone	Bk	U	\$3.00	\$3.00	\$1.00
Wall of Brambles	G	U	\$3.00	\$3.00	\$1.00
Wall of Fire	R	U	\$3.00	\$3.00	\$1.00
Wall of Ice	G	U	\$3.00	\$3.00	\$1.00
Wall of Stone	W	U	\$3.00	\$3.00	\$1.00
Wall of Swords	W	U	\$5.00	\$5.00	\$1.00
Wall of Water	Bl	U	\$3.00	\$3.00	\$1.00
Wall of Wood	G	C	\$3.00	\$3.00	\$1.00
Wanderlust	G	U	\$3.00	\$3.00	\$1.00
Warp Artifact	Bk	R	\$13.00	\$17.00	\$2.00
Water Elemental	Bl	U	\$3.00	\$3.00	\$1.00
Web	G	R	\$13.00	\$16.00	\$2.00
Wheel of Fortune	R	R	\$39.00	\$45.00	\$12.00
White Knight	W	U	\$14.00	\$18.00	\$2.00
White Ward	W	U	\$3.00	\$3.00	\$1.00
Will-O'-The-Wisp	Bk	R	\$34.00	\$39.00	\$7.00
Winter Orb	A	R	\$34.00	\$39.00	\$5.00
Wooden Sphere	A	U	\$3.00	\$3.00	\$1.00
Word of Command	Bk	R	\$69.00	\$74.00	\$49.00
Wrath of God	W	R	\$42.00	\$49.00	\$11.00
Zombie Master	Bk	R	\$13.00	\$15.00	\$2.00

REVISED/4TH EDITION/ 5TH EDITION CARD LIST

Revised	
Starter Deck	\$29.95
Starter Box	\$249.95
Booster Pack	\$7.95
Booster Box	\$259.95
Complete Set	\$209.00
All Commons Not Listed	\$5.00
4th Edition	
Starter Deck	\$8.95
Starter Box	\$79.95
Booster Pack	\$2.95
Booster Box	\$94.95
Complete Set	\$139.00
All Commons Not Listed	\$5.00
5th Edition	
Starter Deck	\$8.95
Starter Box	call
Booster Pack	\$2.95
Booster Box	call
Complete Set	call
All Commons Not Listed	\$7.75

REVISED/4TH/5TH CARD LIST (cont.)

Card Title	Color	Rarity	Price
Backfire	Bl	U	\$1.00
Bad Moon	Bk	R	\$6.00
Badlands	L	R	\$14.00
Balance	W	R	\$3.00
Ball Lightning	R	R	\$9.00
Barl's Cage	A	R	\$3.00
Basalt Monolith	A	U	\$1.00
Bayou	L	R	\$13.00
Binding Grasp	Bl	U	\$1.00
Birds of Paradise	G	R	\$5.00
Black Knight	Bk	U	\$2.00
Black Mana Battery	A	R	\$3.00
Black Vise	A	U	\$1.50
Black Ward	W	U	\$5.00
Blessing	W	R	\$1.00
Blight	Bk	U	\$1.00
Blinking Spirit	W	R	\$7.00
Blue Mana Battery	A	R	\$3.00
Blue Ward	W	U	\$5.00
Boat Wraith	Bk	U	\$1.00
Bottle of Suleiman	L	R	\$4.00
Bottomless Vault	Bl	R	\$6.00
Braincycser	Bl	R	\$6.00
Brass Man	A	U	\$1.00
Breeding Pit	Bk	U	\$2.00
Broken Visage	Bk	R	\$3.00
Bronze Tablet	A	R	\$2.00
Brushland	L	R	\$7.00
Burrowing	R	U	\$1.00
Caribou Range	W	R	\$3.00
Carrion Ants	Bk	U	\$1.50
Castle	W	U	\$1.00
Cave People	R	U	\$1.00
Celestial Prism	A	U	\$1.00
Channel	G	U	\$1.00
Chaoslance	R	R	\$1.00
Circle of Protection: Artifacts	W	U	\$1.50
City of Brass	L	R	\$8.00
Clockwork Avian	A	R	\$3.00
Clockwork Beast	A	R	\$2.00
Clockwork Steed	A	U	\$1.00
Clone	Bl	U	\$5.00
Cockatrice	G	R	\$3.00
Colossus of Sardia	A	R	\$4.00
Conquer	R	U	\$1.00
Conservator	A	U	\$1.00
Contract from Below	Bk	R	\$2.00
Control Magic	Bl	U	\$1.50
Conversion	W	U	\$1.00
Copy Artifact	A	R	\$2.00
Corral Helm	Bk	R	\$3.00
Cosmic Horror	Bl	U	\$1.50
Counterspell	G	U	\$1.00
Craw Giant	R	R	\$3.00
Crimson Manticores	A	R	\$4.00
Crown of the Ages	G	U	\$1.00
Crumble	W	U	\$1.00
Crusade	A	U	\$1.00
Crystal Rod	Bk	U	\$1.00
Cursed Land	Bk	R	\$3.00
Dance of Many	Bl	R	\$3.00

REVISED/4TH/5TH CARD LIST (cont.)

Card Title	Color	Rarity	Price
Dancing Scimitar	A	R	\$2.00
Darpack	Bk	R	\$2.00
Deathgrip	Bk	U	\$1.00
Deathpact	Bk	U	\$1.00
Deathpact	Bk	U	\$1.00
Deflection	Bl	R	\$6.00
Demonic Attorney	Bk	R	\$2.00
Demonic Hordes	Bk	R	\$6.00
Demonic Tutor	Bk	U	\$4.00
Derelor	Bk	R	\$3.00
Desert Twister	G	U	\$1.00
Detonate	R	U	\$1.00
Diabolic Machine	A	U	\$1.00
Dingus Figg	A	R	\$3.00
Disrupting Scepter	A	R	\$3.00
Divine Transformation	W	U	\$1.00
Dragon Engine	A	R	\$2.00
Dragon Whelp	R	U	\$1.00
Drain Power	Bl	R	\$3.50
Dust to Dust	W	U	\$1.00
Dwarven Catapult	R	U	\$1.00
Dwarven Hold	L	R	\$4.00
Dwarven Ruins	L	U	\$1.00
Dwarven Weaponsmith	R	U	\$1.00
Earth Elemental	R	U	\$1.00
Earthquake	R	R	\$4.00
Ebon Stronghold	L	U	\$1.00
Ebony Horse	A	R	\$2.00
El-Hajjaj	Bk	R	\$2.00
Elder Druid	G	R	\$3.00
Elder Land Wurm	W	R	\$3.00
Elkin Bottle	A	R	\$3.00
Elven Riders	G	U	\$1.00
Elvish Archers	G	R	\$4.00
Enervy Flux	Bl	U	\$1.00
Evil Eye of Orms-by-Gore	Bk	U	\$1.00
Evil Presence	Bk	U	\$1.00
Eye for an Eye	W	R	\$2.00
Fallen Angel	Bk	U	\$2.00
Farmstead	W	R	\$2.00
Fastbond	G	R	\$5.00
Feedback	Bl	U	\$1.00
Feldon's Cane	A	U	\$1.00
Fellwar Stone	A	U	\$2.50
Feroz's Ban	A	R	\$2.00
Fire Drake	R	U	\$1.00
Fire Elemental	R	U	\$1.00
Flame Spirit	R	U	\$1.00
Flashfites	A	U	\$1.00
Flung Carpet	A	R	\$2.00
Force of Nature	G	R	\$5.00
Forget	Bl	R	\$3.00
Fork	R	R	\$15.00
Fountain of Youth	A	U	\$1.00
Fungusaur	G	R	\$3.00
Fyndhorn Elder	G	U	\$1.00
Gaea's Liege	G	R	\$4.00
Game of Chaos	G	R	\$3.00
Gauntlets of Chaos	A	R	\$3.00
Glacial Wall	Bl	U	\$1.00
Glasses of Urza	A	U	\$1.00

REVISED/4TH/5TH CARD LIST (cont.)

Card Title	Color	Rarity	Price
Gloom	Bk	U	\$1.00
Goblin Balloon Brigade	R	U	\$1.00
Goblin King	R	R	\$3.00
Goblin Warrens	R	R	\$4.00
Granite Gargoyle	Bk	R	\$6.00
Greater Reslin's Preservation	W	U	\$2.50
Greater Werewolf	Bk	U	\$2.00
Green Ward	W	U	\$5.00

REVISED/4TH/5TH CARD LIST (cont.)

Card Title	Color	Rarity	Price
Library of Leng	A	U	\$1.00
Lifeforce	G	R	\$1.00
Lifelace	G	R	\$1.00
Lifetap	Bl	U	\$1.00
Living Artifact	G	R	\$3.00
Living Lands	G	R	\$2.00
Living Wall	A	U	\$1.00
Lord of Atlantis	Bl	R	\$3.50
Lord of the Pit	Bk	R	\$6.00
Lure	G	U	\$1.00
Magical Hack	Bl	R	\$4.00
Magnetic Mountain	R	R	\$2.00
Magus of the Unseen	Bl	R	\$3.00
Mahamoti Djinn	Bl	R	\$6.00
Mana Clash	R	R	\$4.00
Mana Flare	Bl	R	\$3.00
Mana Short	A	R	\$4.00
Mana Vault	R	R	\$3.00
Manaburbs	R	R	\$3.00
Meekstone	A	R	\$4.00
Mijae Djinn	R	R	\$3.00
Millstone	A	R	\$6.00
Mind Bomb	Bl	U	\$1.00
Mind Twist	Bk	R	\$2.00
Mind Warp	Bk	U	\$1.00
Mishra's Factory	L	U	\$4.00
Mishra's War Machine	A	R	\$2.00
Mole Worms	Bk	U	\$1.00
Necropotence	Bk	R	\$8.00
Neither Shadow	Bk	R	\$4.00
Nedling Imp	Bk	U	\$2.00
Nevinyrral's Disk	A	R	\$7.00
Nightmare	Bk	R	\$6.00
Northern Paladin	W	R	\$4.00
Oasis	L	U	\$1.00
Obelisk of Undoing	A	R	\$3.00
Obsidian Golem	A	U	\$1.00
Onulet	A	R	\$2.00
Orcish Artillery	R	U	\$1.00
Orcish Captain	R	U	\$1.00
Orcish Oriflame	R	U	\$1.00
Orcish Squatters	R	U	\$1.00
Order of the Sacred Torch	W	R	\$4.00
Order of the White Shield	W	U	\$1.00
Orgg	R	R	\$3.00
Ornithopter	A	U	\$1.00
Osai Vultures	W	U	\$1.00
Pentagram of the Ages	A	R	\$3.00
Personal Incarnation	W	R	\$3.00
Phantasmal Forces	Bl	U	\$1.00
Phantom Monster	Bl	U	\$1.00
Pirate Ship	Bl	U	\$2.00
Plateau	L	R	\$14.00
Power Surge	R	R	\$3.00
Pox	Bk	R	\$4.00
Primal Clay	G	R	\$2.00
Primal Order	R	U	\$1.00
Primordial Ooze	R	U	\$1.00
Psionic Entity	Bl	R	\$2.00
Purelace	W	R	\$1.00
Pyroblast	R	U	\$1.00
Pyrotechnics	R	U	\$1.00
Rabid Wombat	G	U	\$1.00
Rack, The	A	U	\$1.00
Radiant Spirit	G	U	\$1.00
Rag Man	Bk	R	\$3.00
Rebirth	G	R	\$2.00
Recall	Bl	R	\$4.00
Red Mana Battery	R	U	\$1.00
Red Ward	W	U	\$5.00
Regrowth	G	U	\$3.00
Relic Bind	Bl	R	\$3.00
Resurrection	W	U	\$1.00
Reverse Damage	W	R	\$4.00
Reverse Polarity	W	U	\$1.00
Righteousness	W	R	\$3.00
Roc of Kher Ridges	R	R	\$6.00
Rock Hydra	R	R	\$7.00
Rocket Launcher	A	R	\$1.00
Rod of Ruin	Bl	R	\$9.00
Royal Assassin	L	U	\$1.00
Ruins of Trokair	W	U	\$1.00
Sacred Boun	Bk	U	\$1.00
Sacrifice	L	R	\$4.00
Sand Silos	L	R	\$13.00
Savannah	W	R	\$6.00
Savannah Lions	Bl	U	\$1.00
Scavenging Ghoul	L	R	\$13.00
Scrubland	Bl	U	\$1.00
Sea Spirit	Bl	U	\$1.00
Sea Sprite	Bl	U	\$1.00
Seasinger	R	R	\$1.50
Sedge Troll	R	R	\$6.00
Segovian Leviathan	Bl	U	\$1.00
Sengir Autocrat	Bk	R	\$4.00
Sengir Vampire	Bk	U	\$3.00
Seraph	W	R	\$6.00
Serendib Efreet	Bl	R	\$7.00
Serpent Generator	A	R	\$3.00
Serra Angel	W	U	\$4.50
Serra Bestiary	W	U	\$1.00
Serra Paladin	W	U	\$1.00
Shapeshifter	A	U	\$1.00
Shatterstorm	R	U	\$1.00
Shivan Dragon	R	R	\$12.00
Sibilant Spirit	Bl	R	\$4.00
Sinulacrum	Bk	U	\$1.00
Sindbad	Bl	U	\$1.00
Siren's Call	A	U	\$1.00
Skull Catapult	Bl	R	\$4.00
Sleight of Mind	R	R	\$3.00
Smoke	A	U	\$6.00
Sol Ring	Bk	R	\$5.00
Sorceress Queen	Bk	R	\$5.00

REVISED/4TH/5TH CARD LIST (cont.)

Card Title	Color	Rarity	Price
Soul Net	A	U	\$1.00
Spirit Link	W	U	\$2.50
Spirit Shackles	Bk	U	\$1.00
Stampede	G	R	\$3.00
Stasis	Bl	R	\$4.00
Steal Artifact	Bl	U	\$1.00
Stone Giant	R	U	\$1.00
Stone Spirit	R	U	\$1.00
Strip Mine	L	U	\$3.50
Stromgald Cabal	Bk	R	\$3.00
Sulfurous Springs	L	R	\$8.00
Sunglasses of Urza	A	R	\$2.00
Syzygic Temple	L	U	\$1.00
Swords to Plowshares	W	U	\$2.00
Sylvan Library	G	R	\$5.00
Tajga	L	R	\$14.00
Tawnos's Wand	A	U	\$1.00
Tawnos's Weaponry	A	U	\$1.00
Tempest Efreet	R	R	\$2.00
Tetravus	A	R	\$3.00
Thicket Basilisk	G	U	\$1.00
Thoughtlace	Bl	R	\$1.00
Throne of Bone	A	U	\$1.00
Thrull Retainer	Bk	U	\$1.00
Timber Wolves	G	R	\$3.00
Time Bomb	A	R	\$4.00
Time Elemental	Bl	R	\$1.00
Titania's Song	A	R	\$2.50
Triskelion	G	R	\$2.50
Tropical Island	R	\$13.00	
Truce	W	R	\$3.00
Tsunami	G	U	\$1.00
Tundra	L	R	\$14.00
Tunnel	R	U	\$1.00
Uncle Istvan	Bk	U	\$1.00
Underground River	L	R	\$8.00
Underground Sea	L	R	\$14.00
Untamed Wilds	G	U	\$1.00
Urza's Avenger	A	R	\$4.00
Urza's Bauble	A	U	\$1.00
Uttheden Troll	R	U	\$1.00
Verduran Enchantress	G	R	\$2.00
Vesuvan Doppelganger	Bl	R	\$18.00
Veteran Bodyguard	W	R	\$4.00
Visions	W	U	\$1.00
Volcanic Eruption	Bl	R	\$2.00
Volcanic Island	L	R	\$14.00
Wall of Air	Bl	U	\$1.00
Wall of Bone	Bk	U	\$1.00
Wall of Brambles	G	U	\$1.00
Wall of Fire	R	U	\$1.00
Wall of Ice	G	U	\$1.00
Wall of Stone	R	U	\$1.00
Wall of Swords	W	U	\$1.00
Wall of Water	Bl	U	\$1.00
Wanderlust	G	U	\$1.00
Warp Artifact	Bk	R	\$3.00
Water Elemental	Bl	U	\$1.00
Web	G	R	\$3.00
Wheel of Fortune	R	R	\$11.00
Whirling Dervish	G	U	\$2.00
White Knight	W	U	\$2.00
White Ward	W	U	\$5.00
Will-O'-The-Wisp	Bk	R	\$5.00
Wind Spirit	Bl	U	\$1.00
Winds of Change	R	R	\$3.00
Winter Blast	G	U	\$1.00
Winter Orb	A	R	\$4.00
Wolverine Pack	G	U	\$1.00
Wooden Sphere	A	U	\$1.00
Word of Blasting	R	U	\$1.00
Wrath of God	W	R	\$9.00
Wretched, The	Bk	R	\$5.00
The Wyluli Wolf	G	R	\$5.00
Xenic Poltergeist	Bk	R	\$3.00
Zombie Master	Bl	R	\$3.00
Zur's Weirding	Bl	R	\$5.00

ARABIAN NIGHTS CARD LIST

Booster Pack	\$79.00
Booster Box	\$3995.00
Complete Set	\$945.00

Card Title	Color	Rarity	Price
Abu Jafar	W	U	\$7.00
Aladdin	R	U	\$9.00
Aladdin's Lamp	A	U	\$5.00
Aladdin's Ring	A	U	\$5.00
Al-Baba	R	U	\$3.00
All from Cairo	R	U	\$7.00
Army of Allah (a)	W	C	\$7.00
Bazaar of Baghdad	L	U	\$24.00
Bird Maiden (a)	R	C	\$2.00
Bottle of Suleiman	A	U	\$2.50
Brass Man	A	C	\$4.00
Camel	W	C	\$1.00
City in a Bottle	A	U	\$18.00
City of Brass	L	U	\$24.00
Cuombeji Witches	Bk	C	\$1.00
Cyclone	G	U	\$4.00
Dancing Scimitar	Bl	C	\$1.00
Dandim	Bl	C	\$1.00
Desert	B	C	\$11.00
Desert Nomads	R	C	\$2.00
Desert Twister	G	U	\$7.00
Diamond Valley	L	U	\$74.00
Drop of Honey	G	U	\$38.00
Ebony Horse	A	U	\$5.00

ARABIAN NIGHTS CARD LIST (cont.)

Card Title	Color	Rarity	Price
El-Hajjaj	Bk	U	\$5.00
Elephant Graveyard	L	U	\$34.00
Erg Raiders (a)	Bk	C	\$1.00
Ernam Djinn	G	U	\$29.00
Eye for an Eye	W	U	\$4.00
Fishliver Oil (a)	Bl	C	\$1.00
Flying Carpet	A	U	\$5.00
Flying Men	Bl	C	\$6.00
Ghazban Ogre	G	C	\$1.00
Giant Tortoise (a)	Bl	C	\$1.00
Guardian Beast	Bk	U	\$65.00
Hasran Ogress (a)	Bk	C	\$1.00
Hurr Jaekal	R	C	\$4.00
Ith-Biff Efreet	G	U	\$34.00
Island Fish Jasconius	Bl	U	\$4.00
Island of Wak-Wak	L	U	\$44.00
Jandor's Ring	A	U	\$6.00
Jandor's Saddlebags	A	U	\$6.00
Jeweled Bird	A	U	\$4.00
Jihad	W	U	\$45.00
Junim Efreet	Bk	U	\$8.00
Juzam Djinn	Bk	U	\$189.00
Khabal Ghoul	Bk	U	\$34.00
King Suleiman	W	U	\$24.00
Kird Ape	R	C	\$2.00
Library of Alexandria	L	U	\$99.00
Magnetic Mountain	R	U	\$5.00
Merchant Ship	Bl	U	\$8.00
Metamorphosis	G	C	\$1.00
Mijae Djinn	R	U	\$8.00
Moorish Cavalry (a)	W	C	\$2.00
Mountain	N	C	\$11.00
Nafs Asp (a)	G	C	\$1.00
Oasis	L	U	\$4.00
Old Man of the Sea	Bl	U	\$34.00
Oublette (a)	Bk	C	\$3.00
Piety (a)	W	C	\$1.00
Pyramids	A	U	\$24.00
Pyramidal Blacksmith	W	U	\$6.00
Ring of Ma'rif	A	U	\$34.00
Rukh Egg (a)	R	C	\$17.00
Sandals of Abdallah	A	U	\$7.00
Sandstorm	G	C	\$1.00
Serendib Djinn	Bl	U	\$29.00
Serendib Efreet	Bl	U	\$29.00
Shahrazad	W	U	\$24.00
Sindbad	Bl	U	\$5.00
Singing Tree	G	U	\$36.00
Sorceress Queen	Bk	C	\$11.00
Stone-Throwing Devils (a)	Bk	C	\$4.00
Unstable Mutation	Bl	C	\$1.00
War Elephant (a)	W	C	\$2.00
Whuli Wolf (a)	G	C	\$5.00
Ydwen Efreet	R	U	\$14.00

ANTIQUITIES CARD LIST

Booster Pack	\$16.95
Booster Box	\$879.00
Complete Set	\$289.00
Commons Not Listed	\$1.00

Card Title	Color	Rarity	Price
Argivian Archeologist	W	U	\$37.00
Argivian Blacksmith	W	C	\$2.00
Armageddon Clock	A	U	\$2.00
Ashnod's Altar	A	U	\$2.00
Ashnod's Battle Gear	A	U	\$2.00
Ashnod's Transmogrator	A	U	\$3.00
Atog	R	C	\$1.00
Bronze Tablet	A	U	\$5.00
Candelabra of Tiwnos	A	U	\$44.00
Circle of Protection: Artifacts	W	U	\$5.00
Citadel Druid	G	U	\$3.00
Clockwork Avian	A	U	\$8.00
Colossus of Sardia	A	U	\$12.00
Coral Helm	A	U	\$5.00
Cursed Rack	A	C	\$3.00
Damping Field	W	U	\$2.00
Detonate	R	U	\$3.00
Dwarven Weaponsmith	R	U	\$2.00
Energy Flux	Bl	U	\$2.00
Feldon's Cane	A	C	\$6.00
Gaea's Avenger	G	U	\$14.00
Gate of Phyrexia	Bk	U	\$5.00
Goblin Artisans	R	U	\$2.00
Golgothian Sylex	A	U	\$8.00
Hannum Wind	Bk	U	\$4.00
Hurkyl's Recall	Bl	U	\$1.00
Ivory Tower	A	U	\$6.00
Jalun Touse	A	U	\$2.50
Martyrs of Korlis	W	U	\$4.00
Mightstone	A	U	\$4.00
Millstone	A	U	\$10.00
Mishra's Factory, autumn	L	U	\$1.00
Mishra's Factory, spring	L	C	\$9.00
Mishra's Factory, summer	L	U	\$19.00
Mishra's Factory, winter	L	U	\$22.00
Mishra's War Machine	A	U	\$4.00
Mishra's Workshop	L	U	\$31.00
Obelisk of Undoing	A	U	\$1.00
Onulet	A	U	\$2.00
Power Artifact	Bl	U	\$4.00
Powerleech	G	U	\$4.00
Primal Clay	A	U	\$3.00
Rack, The	A	U	\$3.00
Rocket Launcher	A	U	\$6.00
Shapeshifter	A	U	\$5.00
Shatterstorm	R	U	\$5.00

ANTIQUITIES CARD LIST (cont.)

Card Title	Color	Rarity	Price
Strip Mine, horizontal stripes	L	U	\$18.00
Strip Mine, horizontal stripes	L	U	\$1.00
Strip Mine, no lacrima	L	C	\$18.00
Strip Mine, small tower in forest	L	U	\$18.00
Su-Chi	A	U	\$22.00
Tawnos's Coffin	A	U	\$3.00
Tawnos's Wand	A	U	\$3.00
Tawnos's Weaponry	A	U	\$3.00
Tetravus	A	U	\$7.00
Titania's Song	G	U	\$4.00
Transmute Artifact	Bl	U	\$2.00
Triskelion	A	U	\$1.00
Urza's Avenger	A	U	\$6.00
Urza's Miter	A	U	\$6.00
Wall of Spears	A	U	\$2.00
Weakstone	A	U	\$3.00
Xenic Poltergeist	Bk	U	\$3.00
Yavgmoth Demon	Bk	U	\$1.00

LEGENDS CARD LIST

Booster Pack	\$25.95
Booster Box	\$849.00
Complete Set	\$949.00
Italian Legends Pack	\$10.95
Italian Box	\$349.00
Commons not listed	\$1.00

LEGENDS CARD LIST (cont.)

Card Title	Color	Rarity	Price
Halfdane	M	R	\$13.00
Hammerheim	M	U	\$5.00
Hazeon Tamar	M	R	\$14.00
Heaven's Gate	W	U	\$5.00
Heli's Caretaker	Bk	R	\$14.00
Hellicore	Bk	R	\$24.00
Horn of Deafening	A	R	\$4.00
Horror of Horrors	Bk	U	\$4.00
Hunding Gjornersen	M	U	\$4.00
Hyperion Blacksmith	R	U	\$3.00
Ichononon Druid	G	U	\$3.00
Imprison	Bk	R	\$9.00
In the Eye of Chaos	Bl	R	\$9.00
Infernal Medusa	W	R	\$6.00
Infante Authority	Bl	R	\$13.00
Invoke Prejudice	W	U	\$16.00
Ivory Guardians	W	U	\$3.00
Jacques le Vert	M	R	\$11.00
Jasmine Boreal	M	U	\$4.00
Jedid Ojanen	M	U	\$4.00
Jerrard of the Closed Fist	M	U	\$4.00
Johan	M	R	\$9.00
Jovial Evil	Bk	R	\$14.00
Juxtapose	Bl	R	\$6.00
Karakas	L	U	\$5.00
Kasimir the Lone Wolf	M	U	\$4.00
Kei Takahashi	M	R	\$8.00
Killer Bees	G	R	\$10.00
Kismet	W	U	\$3.00
Knowledge Vault	A	R	\$11.00
Kobold Drill Sergeant	R	U	\$11.00
Kobold Overlord	R	R	\$19.00
Kobold Taskmaster	R	U	\$11.00
Kobolds of Kher Keep	R	C	\$2.00
Kry Shield	A	U	\$3.00
Lady Caleria	M	R	\$11.00
Lady Hvangela	M	R	\$11.00
Lady of the Mountain, The	M	U	\$4.00
Lady Orca	M	U	\$4.00
Land Equilibrium	Bl	R	\$15.00
Land Tux	W	U	\$12.00
Land's Edge	R	R	\$11.00
Lesser Werewolf	Bk	U	\$6.00
Life Chisel	A	U	\$4.00
Life Matrix	A	R	\$9.00
Lifelwood	W	R	\$16.00
Living Plane	G	R	\$22.00
Livora Silone	M	R	\$11.00
Lord Magnus	M	U	\$4.00
Macra Drain	Bl	U	\$45.00
Macra Matrix	A	R	\$9.00
Marble Priest	A	U	\$3.00
Marhauli Elsdragon	M	U	\$3.00
Master of the Hunt	G	R	\$22.00
Mirror Universe	A	R	\$89.00
Moat	W	R	\$64.00
Mold Demon	Bk	R	\$9.00
Mountain Stronghold	L	U	\$3.00
Mountain Yeti	R	U	\$3.00
Nebuchadnezzar	M	R	\$8.00
Nether Void	Bk	R	\$49.00
Nicol Bolas	M	R	\$17.00
North Star	M	A	\$14.00
Novi Pentacle	A	R	\$17.00
Palladio-Mors	M	R	\$14.00
Part Water	Bl	U	\$3.00
Pavel Maliki	M	U	\$3.00
Pendelhaven	N	U	\$6.00
Petra Sphinx	W	R	\$8.00
Pixie Queen	G	R	\$9.00
Platan Gate	A	U	\$16.00
Pradesh Gypsies	G	U	\$3.00
Presence of the Master	W	U	\$5.00
Primordial Ooze	R	U	\$3.00
Princes Lucrasta	M	U	\$4.00
Psionic Enactry	Bl	U	\$8.00
Puppet Master	Bl	U	\$3.00
Quagmire	Bk	U	\$3.00
Quarion Trench Gnomes	R	R	\$9.00
Rabid Wombat	G	U	\$3.00
Ragion Spirit	G	U	\$3.00
Ragnar	M	R	\$12.00
Ramirez DelPietro	M	U	\$3.00
Ramires Overdark	M	R	\$15.00
Rapid Fire	W	R	\$8.00
Rasputin Dreamweaver	M	R	\$13.00
raffa Berserker	R	U	\$4.00
Rebirth	G	R	\$7.00
Recall	Bl	R	\$9.00
Red Mana Battery	A	U	\$4.00
Reincarnation	G	U	\$3.00
Relic Barrier	A	U	\$6.00
Relic Bind	Bl	U	\$4.00
Remove Enchantments	W	C	\$2.00
Reset	Bl	U	\$4.00
Revelation	G	R	\$5.00
Reverberation	Bl	R	\$12.00
Righteous Avengers	W	U	\$4.00
Ring of Immortals	A	R	\$14.00
Riven Turnbull	M	U	\$4.00
Rohgadh of Kher Keep	M	R	\$13.00
Rubina Soulsinger	M	R	\$12.00
Sea King's Blessing	L	U	\$3.00
Seafarer's Quay	N	U	\$3.00
Secker	W	U	\$3.00
Segovian Leviathan	Bl	U	\$3.00
Sentinel	A	R	\$7.00
Serpent Generator	A	U	\$2.00
Shield Wall	W	U	\$2.00
Shimian Night Stalker	Bk	U	\$3.00
Silhouette	Bl	U	\$3.00
Sir Shandalar of Eberyn	M	U	\$3.00
Sivriti Scarzam	M	U	\$2.00
Sol'kanar the Swamp King	M	R	\$15.00

LEGENDS CARD LIST (cont.)

Card Title	Color	Rarity	Price
Spectral Cloak	Bl	U	\$7.00
Spinal Villain	R	R	\$13.00
Spirit Link	W	U	\$6.00
Spiritual Sanctuary	W	R	\$9.00
Stangg	M	R	\$10.00
Storm Seeker	G	U	\$5.00
Storm World	R	R	\$12.00
Stunastian Falconer	M	U	\$3.00
Sword of the Ages	A	R	\$33.00
Sylvan Library	G	U	\$7.00
Sylvan Paradise	G	U	\$3.00
Syphon Soul	Bk	C	\$2.00
Tavernack at Pendrell Vale, the	L	R	\$32.00
Tackleminggot	Bk	U	\$3.00
Telekinesis	Bl	R	\$8.00
Teleport	Bl	R	\$8.00
Tempest Efreit	R	R	\$7.00
Tetsuo Umezawa	M	R	\$17.00
Thunder Spirit	W	R	\$36.00
Time Elemental	Bl	R	\$12.00
Tobias Andrian	M	U	\$3.00
Tolaria	L	U	\$5.00
Tor Wanki	M	U	\$3.00
Torsten Von Ursus	M	U	\$3.00
Touch of Darkness	Bk	U	\$3.00
Triassic Egg	A	R	\$6.00
Tuknir Deathlock	M	R	\$12.00
Typhoon	G	R	\$9.00
Undertow	Bl	U	\$3.00
Underworld Dreams	Bk	U	\$29.00
Unholy Citadel	L	U	\$3.00
Untamed Wilds	G	U	\$3.00
Ur-Drago	M	R	\$12.00
Urborg	L	U	\$5.00
Vaeivictis Asmadi	M	R	\$13.00
Visions	W	U	\$2.00
Voodoo Doll	A	R	\$8.00
Wall of Dust	R	U	\$3.00
Wall of Light	W	U	\$3.00
Wall of Opposition	R	R	\$6.00
Wall of Putrid Flesh	Bk	U	\$3.00
Wall of Tombstones	Bk	U	\$3.00
Wall of Wonder	Bl	U	\$3.00
Whirling Dervish	G	U	\$6.00
White Mana Battery	A	U	\$4.00
Willow Satyr	R	R	\$14.00
Winds of Change	R	U	\$4.00
Winter Blast	G	R	\$11.00
Wood Elemental	G	R	\$9.00
Wretched, The	Bk	R	\$18.00
Xira Arien	M	R	\$9.00

THE DARK CARD LIST

Booster Pack	\$6.95
Booster Box	\$349.00
Complete Set	\$129.00
Commons Not Listed	\$1.00

Card Title	Color	Rarity	Price
Amnesia	Bl	U	\$5.00
Angry Mob	W	U	\$2.00
Apprentice Wizard	Bl	U	\$2.00
Ball Lightning	R	U	\$14.00
Banshee	Bk	U	\$2.00
Barl's Cage	A	U	\$2.00
Blood Moon	R	U	\$6.00
Blood of the Martyr	W	U	\$2.00
Bone Flute	A	U	\$2.00
Book of Raes	A	U	\$2.00
Brothers of Fire	R	U	\$2.00
Cave People	R	U	\$2.00
City of Shadows	L	U	\$5.00
Cleansing	W	U	\$5.00
Coal Golem	A	U	\$2.00
Curse Artifact	Bk	U	\$2.00
Dance of Many	Bl	U	\$4.00
Dark Sphere	A	U	\$2.00
Diabolic Machine	A	U	\$2.00
Diater of the Dead	Bk	U	\$2.00
Electric Eel	G	U	\$2.00
Elves of Deep Shadow	Bl	U	\$7.00
Eternal Flame	R	U	\$3.00
Exorcist	W	U	\$5.00
Exorcist	Bk	U	\$2.00
Fallen, The	W	U	\$2.00
Fighting	A	U	\$3.00
Fellwar's Stone	A	U	\$3.00
Fire and Brimstone	W	U	\$2.00
Fire Drake	R	U	\$2.00
Flood	G	U	\$3.00
Fountain of Youth	A	U	\$2.00
Frankenstein's Monster	Bk	U	\$10.00
Goblin Wizard	R	U	\$7.00
Grave Robbers	Bk	U	\$5.00
Hidden Path	G	U	\$8.00
Inferno	W	U	\$4.00
Knights of Thorn	R	U	\$7.00
Leviathan	Bl	U	\$7.00
Living Armor	A	U	\$2.00
Lurker	R	U	\$5.00
Mana Clash	R	U	\$5.00
Mana Vortex	Bl	U	\$5.00
Martyr's Cry	L	U	\$5.00
Maze of Ith	L	C	\$13.00
Merfolk Assassin	Bl	U	\$5.00
Mind Bomb	Bl	U	\$4.00
Nameless Race	Bk	U	\$6.00
Necropolis	A	U	\$2.00
Niall Silvain	G	U	\$6.00

THE DARK CARD LIST (cont.)

Card Title	Color	Rarity	Price
Ore General	R	U	\$3.00
People of the Woods	G	U	\$5.00
Preacher	W	U	\$12.00
Psychic Allergy	Bl	U	\$5.00
Rag Man	Bk	U	\$4.00
Reflecting Mirror	A	U	\$2.00
Runesword	A	U	\$2.00
Safe Haven	L	U	\$4.00
Scarecrow	A	U	\$2.00
Scarecrow Bandits	G	U	\$6.00
Scarewood Hag	G	U	\$2.00
Season of the Witch	Bk	U	\$6.00
Sisters of the Flame	R	U	\$2.00
Skull of Orm	A	U	\$6.00
Sorrow's Path	L	U	\$5.00
Spitting Slug	G	U	\$2.00
Standing Stones	A	U	\$2.00
Stone Calendar	A	U	\$10.00
Tangle Kelp	Bl	U	\$2.00
Tivadar's Crusade	W	U	\$2.00
Tornad's Crypt	A	U	\$2.00
Tower of Coireall	A	U	\$2.00
Tracker	G	U	\$8.00
Uncle Istvan	Bk	U	\$2.00
Ward of Ith	A	U	\$3.00
War Barge	A	U	\$5.00
Whippoorwill	G	U	\$3.00
Witch Hunter	W	U	\$3.00
Worms of the Earth	Bk	U	\$5.00
Wormwood Treefolk	G	U	\$5.00

FALLEN EMPIRES CARD LIST

Booster Pack	\$1.00
Booster Box	\$46.95
Complete Set	\$59.95
Commons Not Listed	\$5.00

Card Title	Color	Rarity	Price
Acropolis	A	U	\$4.00
Bahn of Restoration	A	U	\$2.00
Bottomless Vault	L	U	\$5.00
Breeding Pit	Bk	U	\$3.00
Cone Horn	A	U	\$2.00
Deep Spawn	Bl	U	\$3.00
Delir's Cube	A	U	\$2.00
Derelict	Bk	U	\$4.00
Draconian Cylind	A	U	\$2.00
Dwarven Armorer	R	U	\$2.00
Dwarven Catapult	R	U	\$3.00
Dwarven Hold	L	U	\$5.00
Dwarven Lieutenant	R	U	\$3.00
Dwarven Ruins	L	U	\$2.00
Ebon Praetor	Bk	U	\$3.00
Ebon Stronghold	L	U	\$2.00
Elven Lyre	A	U	\$2.00
Elysh Farmer	G	U	\$4.00
Farel's Mantle	W	U	\$3.00
Farelite Priest	W	U	\$3.00
Feral Thallid	G	U	\$3.00
Fungal Bloom	G	U	\$4.00
Goblin Flotilla	R	U	\$3.00
Goblin Kites	R	U	\$3.00
Goblin Warrens	R	U	\$5.00
Hand of Justice	W	U	\$5.00
Havenwood Battleground	L	U	\$2.00
Heroism	W	U	\$3.00
Hollow Trees	N	U	\$5.00
Hornard Shaman	Bl	U	\$1.00
Horrid Spawning Bed	Bl	U	\$3.00
Icatian Lieutenant	W	U	\$3.00
Icatian Phalanx	W	U	\$3.00
Icatian Priest	W	U	\$3.00
Icatian Skirmishes	W	U	\$3.00
Icatian Store	L	U	\$5.00
Icatian Town	W	U	\$3.00
Implement of Sacrifice	A	U	\$2.00
Orcish Captain	R	U	\$3.00
Orrg	R	U	\$3.00
Raiding Party	R	U	\$3.00
Rainbow Vale	L	U	\$4.00
Ring of Renewal	A	U	\$2.00
River Merfolk	Bl	U	\$3.00
Ruins of Trokair	L	U	\$2.00
Sand Silos	L	U	\$5.00
Sensinger	Bl	U	\$2.00
Soul Exchange	Bk	U	\$3.00
Spirit Shield	A	U	\$3.00
Spore Flower	G	U	\$3.00
Syvelunite Priest	Bl	U	\$3.00
Syvelunite Temple	L	U	\$2.00
Thallid Devourer	G	U	\$3.00
Thelon's Chant	G	U	\$3.00
Thelon's Curse	G	U	\$3.00
Thelonite Druid	G	U	\$3.00
Thelonite Monk	G	U	\$3.00
Thrull Champion	Bk	U	\$4.00
Thrull Retainer	Bk	U	\$3.00
Thrull Wizard	Bk	U	\$3.00
Tidal Influence	Bl	U	\$3.00
Touache's Chant	Bk	U	\$3.00
Touache's Gate	Bk	U	\$2.00
Vodalian Knights	Bl	U	\$3.00
Vodalian War Machine	Bl	U	\$3.00
Zelyon Sword	A	U	\$2.00

CHRONICLES CARD LIST

Booster Pack	\$2.45
Booster Box	\$74.95
Complete Set	\$79.95
Commons not listed	\$5.00

Card Title	Color	Rarity	Price
Abu Ja'far	W	U 3	\$1.00
Akron Legionnaire	W	U 1	\$2.00
Aladdin	R	U 1	\$4.00
Angelic Voices	W	U 1	\$5.00
Arcades Sabbath	M	U 1	\$5.00
Arena of the Ancients	A	U 1	\$2.00
Anselrod Gunnarson	M	U 1	\$3.00
Ayesha Tanaka	M	U 1	\$3.00
Azure Drake	Bl	U 3	\$1.00
Banshee	Bk	U 3	\$1.00
Barl's Cage	A	U 1	\$1.00
Beasts of Bogardan	R	U 3	\$1.00
Blood Moon	R	U 1	\$3.00
Blood of the Martyr	W	U 3	\$1.00
Book of Raes	A	U 1	\$1.00
Bronze Horse	A	U 1	\$1.00
Chromium	M	U 1	\$5.00
City of Brass	L	U 1	\$8.00
Cocoon	G	U 3	\$1.00
Concordant Crossroads	G	U 1	\$3.00
Craw Giant	G	U 3	\$1.00
Cyclone	G	U 1	\$2.00
Dakkon Blackblade	M	U 1	\$4.00
Dance of Many	Bl	U 1	\$2.00
Enchantment Alteration	Bl	U 3	\$1.00
Erhuam Djinn	G	U 3	\$5.00
Fallen Angel	Bk	U 3	\$1.00
Felon's Cane			\$1.00
Fire Drake	R	U 3	\$1.00
Gabriel Angel	M	U 1	\$2.00
Gauntlets of Chaos	A	U 1	\$3.00
Goblin Artisans	R	U 3	\$1.00
Hell's Caretaker	Bk	U 1	\$7.00
Horn of Deafening	A	U 1	\$2.00
Ivory Guardians	W	U 3	\$1.00
Jahum Tome	A	U 1	\$3.00
Jeweled Bird	A	U 1	\$1.00
Johan	M	U 1	\$3.00
Juxtapose	Bl	U 1	\$3.00
Ken Jakahashi	W	U 1	\$1.00
Kend's Edge	R	U 1	\$2.00
Marhaunt Elsdragon	M	U 1	\$1.00
Nebuchadnezzar	M	U 1	\$4.00
Nicol Bolas	M	U 1	\$5.00
Obelisk of Undoing	A	U 1	\$3.00
Palladia-Mors	M	U 1	\$5.00
Petra Sphinx	W	U 1	\$2.00
Primordial Ooze	R	U 3	\$1.00
Puppet Master	Bl	U 3	\$1.00
Rabid Wombat	G	U 3	\$1.00
Rakalite	A	U 1	\$1.00
Recall	Bl	U 3	\$2.00
Revelation	G	U 1	\$2.00
Rubina Soulsinger	M	U 1	\$3.00
Safe Haven	L	U 1	\$2.00
Sentinel	A	U 1	\$3.00
Serpent Generator	A	U 1	\$4.00
Shield Wall	W	U 3	\$1.00
Shimian Night Stalker	Bk	U 3	\$1.00
Sivriti Scarzam	M	U 1	\$1.00
Sol'kanar the Swamp King	M	U 1	\$4.00
Stang	M	U 1	\$3.00
Storm Seeker	G	U 3	\$2.00
Tsklennagott	Bk	U 3	\$1.00
Tsuyopon	Bl	U 3	\$1.00
Ufallen, The	Bk	U 3	\$1.00
Wretched, The	Bl	U 1	\$6.00
Tobias Andrian	M	C 1	\$1.00
Tor Wanki	M	C 1	\$1.00
Triassic Egg	A	U 1	\$2.00
Urza's Mine	L	C 1	\$1.00
Urza's Mine	L	C 1	\$1.00
Urza's Mine	L	C 1	\$1.00
Urza's Mine	L	C 1	\$1.00
Urza's Power Plant	L	C 1	\$1.00
Urza's Power Plant	L	C 1	\$1.00
Urza's Power Plant	L	C 1	\$1.00
Urza's Power Plant	L	C 1	\$1.00
Urza's Tower	L	C 1	\$1.00
Urza's Tower	L	C 1	\$1.00
Urza's Tower	L	C 1	\$1.00
Vaeictis Asmadi	A	U 1	\$5.00
Voodoo Doll	A	U 1	\$2.00
Wall of Opposition	R	U 3	\$1.00
Wall of Wonder	Bl	U 3	\$1.00
Witch Hunter	W	U 3	\$1.00
Xira Archen	M	U 1	\$3.00
Xira Archen, the Demon	M	U 1	\$3.00

ICE AGE CARD LIST

Starter Deck	\$8.95
Starter Box	\$57.95
Booster Pack	\$2.95
Booster Box	\$59.95
Complete Set	\$129.00
Commons Not Listed	\$5.00

Card Title	Color	Rarity	Price
Abyssal Specter	Bk	U 1	\$1.00
Adarkar Sentinel	A	R 1	\$7.00
Adarkar Wastes	A	R 1	\$7.00
Aegis of the Meek	A	R 1	\$2.00
Aggression	R	U 1	\$1.00
Altar of Bone	M	R 1	\$2.00
Amulet of Quaoz	A	R 1	\$2.00
Anarchy	R	U 1	\$1.00
Arcum's Sleigh	A	U 1	\$1.00
Arcum's Weatherwane	A	U 1	\$1.00
Arcum's Whistle	A	U 1	\$1.00
Ashen Ghoul	Bk	U 1	\$1.00
Avalanche	R	U 1	\$1.00
Baldovian Conjurer	Bl	U 1	\$1.00
Baldovian Hydra	R	R 1	\$3.00
Baton of Morale	A	U 1	\$1.00
Battle Cry	W	U 1	\$1.00
Binding Grasp	Bl	U 1	\$1.00
Black Scarab	W	U 1	\$1.00
Blinking Spirit	W	R 1	\$6.00
Blizzard	G	R 1	\$3.00
Blue Scarab	W	U 1	\$1.00
Brand of Ill Omen	R	R 1	\$2.00
Breath of Dreams	Bl	U 1	\$1.00
Brushland	L	R 1	\$8.00
Call to Arms	W	R 1	\$2.00
Cariboo Range	W	R 1	\$4.00
Celestial Sword	A	U 1	\$3.00
Centaur Archer	M	U 1	\$1.00
Chaos Lord	R	R 1	\$3.00
Chaos Moon	R	R 1	\$3.00
Chromatic Armor	M	R 1	\$3.00
Cold Snap	W	U 1	\$1.00
Conquer	R	U 1	\$1.00
Crown of the Ages	A	R 1	\$4.00
Curse of Marit Lage	R	R 1	\$3.00
Dance of the Dead	Bk	U 1	\$1.00
Deflector	Bl	U 1	\$1.00
Demonic Consultation	Bk	R 1	\$1.00
Despotic Scepter	A	R 1	\$3.00
Diabolic Vision	M	U 1	\$3.00
Dread Wight	Bk	R 1	\$3.00
Dreams of the Dead	Bl	U 1	\$1.00
Drift of the Dead	Bk	U 1	\$1.00
Drought	W	U 1	\$1.00
Dwarven Armory	R	R 1	\$2.00
Earthlink	M	R 1	\$2.00
Elder Druid	G	R 1	\$3.00
Elemental Augury	M	R 1	\$3.00
Elkin Bottle	A	R 1	\$3.00
Enduring Renewal	W	R 1	\$4.00
Energy Storm	W	R 1	\$3.00
Essence Vortex	M	U 1	\$1.00
Fanatical Fever	G	U 1	\$1.00
Fervid Justice	M	R 1	\$2.00
Fire Covenant	M	U 1	\$1.00
Flame Spirit	R	U 1	\$1.00
Flooded Woodlands	M	R 1	\$3.00
Flow of Maggots	Bk	R 1	\$2.00
Forbidden Lore	G	R 1	\$3.00
Force Void	Bl	U 1	\$1.00
Forgotten Lore	G	U 1	\$1.00
Formation	W	R 1	\$3.00
Freelance Suppliants	G	U 1	\$1.00
Freelance's Charm	G	U 1	\$1.00
Freelance's Winds	G	R 1	\$2.00
Fumarole	M	U 1	\$1.00
Fyndhorn Bow	A	U 1	\$1.00
Fyndhorn Elder	G	U 1	\$1.00
Fyndhorn Pollen	G	R 1	\$2.00
Game of Chaos	R	R 1	\$2.00
General Jarkeld	W	R 1	\$3.00
Ghastly Flame	M	R 1	\$3.00
Giant Trap Door Spider	M	U 1	\$1.00
Glacial Chasm	L	U 1	\$1.00
Glacial Cravasses	R	R 1	\$2.00
Glacial Wall	Bl	U 1	\$1.00
Glaciers	M	R 1	\$2.00
Goblin Lye	A	R 1	\$3.00
Goblin Mutant	R	U 1	\$1.00
Goblin Snowman	R	U 1	\$1.00
Gravebind	Bk	R 1	\$3.00
Green Scarab	W	U 1	\$1.00
Hallowed Ground	W	U 1	\$1.00
Halls of Mist	L	R 1	\$2.00
Hecatonk	Bk	R 1	\$3.00
Hematis Talisman	A	U 1	\$1.00
Hipparion	W	U 1	\$1.00
Hot Springs	G	R 1	\$3.00
Hurricane	G	U 1	\$1.00
Hyalopterous Lemure	Bk	U 1	\$1.00
Hymn of Rebirth	M	U 1	\$1.00
Ice Cauldron	A	R 1	\$3.00
Ice Floe	L	U 1	\$1.00
Iceberg	Bl	U 1	\$1.00
Icequake	Bk	U 1	\$2.00
Icy Manipulator	A	U 1	\$6.00
Icy Prison	Bl	R 1	\$3.00
Illusory Presence	Bl	R 1	\$2.00
Illusory Terrain	Bl	U 1	\$1.00
Illusions of Grandeur	Bl	R 1	\$3.00
Infernal Darkness	Bk	R 1	\$2.00
Infernal Dentzen	Bk	R 1	\$2.00
Infinite Hourglass	A	R 1	\$2.00
Jester's Cap	A	R 1	\$15.00
Jester's Mask	A	R 1	\$5.00
Jeweled Amulet	A	U 1	\$1.00

ICE AGE CARD LIST (cont.)

Card Title	Color	Rarity	Price
Johtull Wurm	G	U 1	\$1.00
Jokulhaups	R	R 1	\$8.00
Justice	W	U 1	\$1.00
Karplusan Forest	L	R 1	\$1.00
Karplusan Giant	R	R 1	\$3.00
Karplusan Yeti	W	U 1	\$1.00
Kjeldoran Elite Guard	M	U 1	\$1.00
Kjeldoran Frostbeast	W	R 1	\$4.00
Kjeldoran Knight	W	R 1	\$2.00
Kjeldoran Phalanx	W	R 1	\$5.00
Kjeldoran Royal Guard	W	U 1	\$2.00
Knight of Stormgald	Bk	U 1	\$2.00
Krovikan Elementalist	Bk	U 1	\$1.00
Krovikan Vampire	Bk	U 1	\$2.00
Land Cap	L	R 1	\$1.00
Lapis Lazuli Talisman	A	R 1	\$3.00
Lava Tubes	Bk	U 1	\$1.00
Leshrac's Rite	Bk	U 1	\$1.00
Leshrac's Sigil	Bk	U 1	\$1.00
Lhurgyo!	G	R 1	\$8.00
Lightning Blow	W	R 1	\$3.00
Lim-Dul's Hex	Bk	U 1	\$1.00
Lost Order of Jarkeld	W	R 1	\$3.00
Lure	G	U 1	\$1.00
Maddening Wind	G	U 1	\$1.00
Magus of the Unseen	Bl	R 1	\$2.00
Malachite Talisman	A	U 1	\$1.00
Marton Stormgald	R	U 1	\$1.00
Melée	R	U 1	\$1.00
Melting	W	R 1	\$2.00
Mercenaries	M	R 1	\$2.00
Merieke Ri Berit	Bl	R 1	\$2.00
Mesmeric Trance	Bl	R 1	\$2.00
Mind Warp	Bk	U 1	\$1.00
Mind Whip	Bk	R 1	\$2.00
Minion of Leshrac	Bk	R 1	\$4.00
Minion of Tevesh Szat	Bk	R 1	\$2.00
Mole Worms	Bk	U 1	\$1.00
Monsoon	M	R 1	\$3.00
Mountain Titan	M	R 1	\$2.00
Mudslide	R	R 1	\$3.00
Musician	Bl	R 1	\$2.00
Mystic Might	Bl	R 1	\$3.00
Nacre Talisman	A	U 1	\$1.00
Naked Singularity	A	R 1	\$4.00
Nature's Lore	G	U 1	\$1.00
Necropotence	Bk	R 1	\$8.00
Oath of Lim-Dul	Bk	R 1	\$3.00
Onyx Talisman	A	U 1	\$1.00
Orcish Cannoneers	R	U 1	\$1.00
Orcish Healer	R	U 1	\$1.00
Orcish Librarian	R	U 1	\$1.00
Orcish Squatters	R	R 1	\$45.00
Order of the Sacred Torch	W	R 1	\$4.00
Order of the White Shield	W	U 1	\$2.00
Pale Bears	G	R 1	\$3.00
Pentagram of the Ages	A	R 1	\$4.00
Phantasmal Mount	Bl	U 1	\$2.00
Pit Trap	A	U 1	\$1.00
Polar Kraken	Bl	R 1	\$5.00
Pox	Bk	R 1	\$4.00
Pygmy Allosaurus	G	R 1	\$3.00
Pyroblast	R	C 1	\$1.00
Pyroclasm	U	R 1	\$2.00
Reality Twist	Bl	R 1	\$3.00
Reclamation	M	R 1	\$4.00
Red Scarab	W	U 1	\$1.00
Ritual of Subdual	G	R 1	\$2.00
River Delta	L	R 1	\$3.00
Ruined Arch	A	R 1	\$2.00
Sacred Boon	W	U 1	\$1.00
Sea Spirit	Bl	U 1	\$1.00
Seraph	W	R 1	\$6.00
Shield of the Ages	A	U 1	\$1.00
Shyft	Bl	R 1	\$3.00
Sibilant Spirit	Bl	R 1	\$4.00
Silver Flame	Bl	U 1	\$1.00
Skeleton Ship	M	R 1	\$4.00
Skull Catapult	A	U 1	\$1.00
Sleight of Mind	Bl	U 1	\$2.00
Snow Fortress	A	R 1	\$3.00
Snow Hound	W	U 1	\$1.00
Snowblind	G	R 1	\$3.00
Soldevi Golem	A	R 1	\$3.00
Soldevi Machinist	Bl	U 1	\$1.00
Soldevi Simulacrum	A	U 1	\$1.00
Soul Barrier	Bl	U 1	\$1.00
Spectral Shield	M	U 1	\$1.00
Spoils of Evil	Bk	R 1	\$3.00
Spoils of War	Bk	R 1	\$2.00
Staff of the Ages	A	R 1	\$3.00
Stampede	G	R 1	\$5.00
Stench of Evil	Bk	U 1	\$1.00
Stone Spirit	R	U 1	\$5.00
Storm Spirit	M	R 1	\$6.00
Stormbind	M	R 1	\$5.00
Stronggald Cabal	Bk	R 1	\$4.00
Stunted Growth	G	R 1	\$4.00
Sulfurous Springs	L	R 1	\$7.00
Sunstone	A	U 1	\$1.00
Swords to Plowshares	W	U 1	\$2.00
Thermokast	G	U 1	\$2.00
Thoughtleech	G	U 1	\$1.00
Thunder Wall	Bl	U 1	\$1.00
Timberline Ridge	L	R 1	\$3.00
Time Bomb	A	R 1	\$4.00
Total War	R	R 1	\$3.00
Touch of Vitae	G	U 1	\$1.00
Trailblazer	G	R 1	\$2.00
Underground River	L	R 1	\$7.00
Updraft	Bl	U 1	\$1.00
Urza's Bauble	L	R 1	\$3.00
Urza's Orb	G	U 1	\$1.00
Venomous Breath	G	U 1	\$1.00
Vertigo	R	U 1	\$1.00

ICE AGE CARD LIST (cont.)

Card Title	Color	Rarity	Price
Vexing Arcanix	A	R 1	\$5.00
Vibrating Sphere	A	R 1	\$3.00
Walking Wall	A	U 1	\$1.00
Wall of Lava	R	U 1	\$1.00
Wall of Pine Needles	G	U 1	\$1.00
Wall of Shields	A	U 1	\$1.00
War Chariot	A	U 1	\$1.00
Whalebone Glider	W	U 1	\$1.00
White Scarab	G	U 1	\$1.00
Whiteout	G	R 1	\$4.00
Whittigo	Bl	U 1	\$1.00
Wind Spirit	M	U 1	\$1.00
Wings of Aesthir	Bl	R 1	\$2.00
Winter's Chill	Bk	U 1	\$1.00
Withering Wisps	R	U 1	\$1.00
Word of Blasting	Bl	R 1	\$3.00
Wrath of Marit Lage	G	U 1	\$1.00
Yavimaya Gnats	Bl	R 1	\$5.00
Zur's Weirlding	A	U 1	\$3.00
Zuran Orb	A	U 1	\$3.00

HOMELANDS CARD LIST

Booster Pack	\$1.00
Booster Box	\$49.95
Complete Set	\$69.00
Commons not listed	\$5.00

Card Title	Color	Rarity	Price
Abbey Gargoyles	W	U 3	1.00
Aether Storm	Bl	U 3	1.00
An-Havva Constable	G	U 1	\$3.00
An-Havva Inn	G	U 3	\$1.00
An-Havva Township	L	U 3	\$1.00
An-Zerrin Ruins	R	U 1	\$2.00
Anaba Ancestor	R	U 1	\$2.00
Anaba Spirit Crafter	R	U 1	\$2.00
Apocalypse Chime	A	U 1	\$2.00
Autumn Willow	G	U 1	\$7.00
Aysen Abbey	L	U 3	1.00
Aysen Crusader	W	U 1	\$2.00
Aysen Highway	W	U 1	\$2.00
Baki's Curse	Bl	U 1	\$2.00
Baron Sengir	Bk	U 1	\$7.00
Beast Walkers	W	U 1	\$2.00
Black Carriage	Bk	U 1	\$3.00
Broken Visage	Bk	U 1	\$4.00
Castle Sengir	L	U 3	\$1.00
Chain Status	Bl	U 1	\$2.00
Daughter of Autumn	G	U 1	\$3.00
Death Speakers	W	U 3	\$1.00
Didgeridoo	A	U 1	\$5.00
Drudge Spell	Bk	U 3	1.00
Dwarven Pony	R	U 1	\$2.00
Dwarven Sea Clan	R	U 1	\$2.00
Eron the Relentless	R	U 3	2.00
Evaporate	R	U 3	1.00
Faerie Noble	G	U 1	\$4.00
Feroz's Ban	A	U 1	\$2.00
Forget	Bl	U 1	\$2.00
Ghost Hounds	Bk	U 3	\$1.00
Giant Oyster	Bl	U 3	\$1.00
Grandmother Sengir	Bk	U 1	\$7.00
Hazdubr the Abbot	W	U 1	\$2.00
Heart Wolf	R	U 1	\$3.00
Ilisan's Shade	Bk	U 3	\$2.50
Irin Sengir	R	U 3	\$1.00
Ironclaw Curse	Bl	U 1	\$2.00
Joven's Tools	A	U 3	1.00
Koskun Falls	Bk	U 1	\$2.00
Koskun Keep	L	U 3	1.00
Leeches	W	U 1	\$2.00
Mammoth Harness	G	U 1	\$3.00
Marjhan	Bl	U 1	\$3.00
Mystic Decree	Bl	U 1	\$3.00
Narwhal	Bl	U 1	\$3.00
Orcish Mine	R	U 3	\$2.00
Primal Order	G	U 1	\$5.00
Rashka the Slayer	W	U 3	\$1.00
Retribution	R	U 3	\$1.00
Reveka, Wizard Savant	Bl	U 1	\$3.00
Root Spider	G	U 3	1.00
Roots	G	U 3	1.00
Rysorian Badger	G	U 1	\$3.00
Sea Sprite	Bl	U 3	\$1.00
Sea Troll	Bl	U 3	\$1.00
Sengir Autocrat	Bk	U 1	\$5.00
Serra Aviary	W	U 1	\$3.00
Serra Inquisitors	W	U 3	\$1.00
Serrated Arrows	C		\$2.00
Soraya the Falconer	W	U 1	\$3.00
Spectral Bears	G	U 3	\$1.00
Timmerian Fiends	Bk	U 1	\$2.00
Trace	W	U 1	\$2.00
Veldrine of Sengir	Bl	U 1	\$4.00
Wall of Kelp	Bl	U 1	\$2.00
Willow Priestess	G	U 1	\$3.00
Winter Sky	R	U 1	\$2.00
Wizards' School	L	U 3	\$1.00

ALLIANCES CARD LIST

Booster Pack	\$3.50
Booster Box	\$134.95
Complete Set	\$119.00
Commons Not Listed	\$5.00

Card Title	Color	Rarity	Price
Arcane Denial	Bl	C 1	\$2.50
Ashnod's Cylia	A	R 2	\$3.00
Baldovian Dead	Bk	U 2	\$3.00
Baldovian Horde	R	R 2	\$3.00
Baldovian Trading Post	L	R 2	\$3.00
Bounty of the Hunt	G	U 2	\$3.00
Browse	Bl	U 2	\$2.00</

MIRAGE CARD LIST

Starter Deck	\$8.95
Starter Box	Call
Booster Pack	\$2.95
Booster Box	Call
Complete Set	\$169.95
Commons not listed	\$5.00

Card Title	Color	Rarity	Price
Abyssal Hunter	Bk	R	\$4.00
Acidic Dagger	A	R	\$2.00
Afiya Grove	G	R	\$2.00
Afterlife	R	U	\$1.00
Alcazar	A	R	\$4.00
Amber Prison	A	R	\$2.00
Amulet of Unmaking	Bl	R	\$4.00
Aspen Powder	Bk	R	\$3.00
Asmira, Holy Avenger	M	R	\$4.00
Auspicious Ancestor	W	R	\$2.00
Bad River	L	U	\$1.00
Barbed Foliage	G	U	\$1.00
Barbed-Back Wurm	Bk	U	\$1.00
Barreling Attack	R	R	\$2.00
Basalt Golem	A	U	\$1.00
Bazaar of Wonders	Bl	R	\$6.00
Benfic Djinn	M	R	\$3.00
Blighted Shaman	Bk	U	\$1.00
Blind Fury	R	U	\$1.00
Blinding Light	W	U	\$1.00
Bone Mask	A	R	\$3.00
Brushwag	G	R	\$4.00
Burning Palm Effreet	R	U	\$1.00
Cadaverous Bloom	M	R	\$8.00
Canopy Dragon	G	R	\$8.00
Carrion	Bk	R	\$3.00
Catacomb Dragon	Bk	R	\$9.00
Celestial Dawn	W	R	\$9.00
Cerulean Wyvern	Bl	U	\$1.00
Chaosphere	R	R	\$6.00
Charcoal Diamond	A	U	\$2.00
Chariot of the Sun	A	U	\$1.00
Cinder Cloud	R	U	\$1.00
Circle of Despair	M	R	\$4.00
Consuming Ferocity	R	U	\$1.00
Coral Fighters	Bl	U	\$1.00
Crimson Hellkite	R	R	\$13.00
Crimson Roc	R	U	\$2.00
Crypt Cobra	Bk	U	\$1.00
Crystal Golem	A	U	\$1.00
Crystal Vein	L	U	\$1.00
Cursed Totem	A	R	\$5.00
Cycle of Life	G	R	\$2.00
Daring Apprentice	Bl	R	\$4.00
Decomposition	G	U	\$1.00
Delirium	M	U	\$1.00
Discordant Spirit	M	R	\$3.00
Dissipate	Bl	U	\$4.00
Divine Retribution	W	R	\$3.00
Dead Specter	Bk	U	\$1.00
Dwarven Miner	R	U	\$1.00
Early Harvest	G	R	\$3.00
Elxir of Vitality	A	U	\$1.00
Emberwilde Caliph	M	R	\$3.00
Emberwilde Djinn	R	R	\$4.00
Energy Bolt	M	R	\$6.00
Energy Vortex	Bl	R	\$2.00
Enlightened Tutor	W	U	\$4.00
Enraged Gnomes	A	U	\$1.00
Ether Well	Bl	U	\$1.00
Ethereal Champion	W	R	\$2.00
Fallow Earth	G	U	\$1.00
Favorable Destiny	W	U	\$1.00
Femeref Archers	G	U	\$2.50
Final Fortune	R	R	\$9.00
Fire Diamond	A	U	\$2.00
Flame Elemental	R	U	\$1.00
Flash	Bl	R	\$3.00
Flood Plain	L	U	\$1.00
Floodgate	Bl	U	\$1.00
Fontog	G	U	\$2.00
Forbidden Crypt	Bk	R	\$2.00
Forgaken Wastes	Bk	R	\$5.00
Frenzied Effreet	M	R	\$6.00
Goblin Scouts	R	U	\$2.00
Goblin Soothsayer	R	U	\$1.00
Grasslands	L	U	\$1.00
Grim Feast	M	R	\$3.00
Griming Totem	A	R	\$12.00
Hakim, Loomweaver	Bl	R	\$3.00
Hall of Gemstone	G	R	\$5.00
Hammer of Bogardan	R	R	\$19.00
Harbinger of Night	Bk	R	\$3.00
Harbor Guardian	M	U	\$2.00
Harmattan Effreet	Bl	U	\$1.00
Hounding Apparition	M	U	\$1.00
Horrider Drake	M	U	\$1.00
Hivis of the Scale	R	R	\$4.00
Horrible Hordes	A	U	\$1.00
Igneous Golem	A	U	\$1.00
Illicit Auction	R	R	\$5.00
Elimination	W	U	\$1.00

MIRAGE CARD LIST (cont.)

Card Title	Color	Rarity	Price
Infemal Contract	Bk	R	\$2.00
Iron Tusk Elephant	W	U	\$1.00
Jabari's Influence	W	R	\$3.00
Jungle Patrol	G	R	\$5.00
Jungle Troll	M	U	\$1.00
Kaervek's Hex	Bk	U	\$1.00
Kaervek's Purge	M	U	\$1.00
Karoo Meerkat	G	U	\$1.00
Kukemssa Pirates	Bl	R	\$2.00
Lead Golem	A	U	\$1.00
Leering Gargoyle	M	R	\$3.00
Lion's Eye Diamond	A	R	\$6.00
Locust Swarm	G	U	\$1.00
Lure of Prey	G	R	\$3.00
Malignant Growth	M	R	\$3.00
Mana Prism	A	U	\$1.00
Mangara's Blessing	W	U	\$1.00
Mangara's Equity	W	U	\$1.00
Mangara's Tome	A	R	\$4.00
Marble Diamond	A	U	\$2.00
Maro	G	R	\$9.00
Meddle	Bl	U	\$2.00
Melesse Spirit	W	U	\$2.00
Mind Bend	Bl	U	\$1.00
Mind Harness	Bl	U	\$1.00
Mindbender Spores	G	R	\$3.00
Mire Shade	Bk	U	\$1.00
Misery's Cage	A	R	\$4.00
Mist Dragon	Bl	R	\$7.00
Moss Diamond	A	U	\$2.00
Mountain Valley	L	U	\$2.00
Mtenda Griffin	W	U	\$2.00
Mystical Tutor	Bl	U	\$3.00
Natural Balance	G	R	\$6.00
Nettletooth Djinn	G	U	\$2.00
Nocturnal Raid	Bk	U	\$1.00
Null Chamber	W	R	\$4.00
Painful Memories	Bk	U	\$1.00
Patagia Golem	A	U	\$1.00
Paupers' Cage	A	R	\$2.00
Pearl Dragon	W	R	\$9.00
Phyrexian Dreadnought	A	R	\$8.00
Phyrexian Purge	M	R	\$3.00
Phyrexian Tribute	Bk	R	\$2.00
Phyrexian Vault	A	U	\$1.00
Political Trickery	Bl	R	\$6.00
Polymorph	Bl	R	\$5.00
Preferred Selection	G	R	\$5.00
Prismatic Boom	M	U	\$1.00
Prismatic Lace	Bl	R	\$2.00
Psychic Transfer	Bl	R	\$2.00
Purgatory	M	R	\$2.00
Purraj of Urborg	Bk	R	\$4.00
Radiant Essence	M	U	\$1.00
Rashida Scalebane	W	R	\$3.00
Reckless Embermage	R	R	\$5.00
Reflect Damage	M	R	\$3.00
Reign of Chaos	R	U	\$1.00
Reign of Terror	Bk	U	\$1.00
Reparations	M	R	\$4.00
Rock Basilisk	M	R	\$3.00
Rocky Tar Pit	L	U	\$2.00
Roots of Life	G	U	\$2.00
Sacred Mesa	W	R	\$7.00
Sand Golem	A	U	\$1.00
Savage Twister	M	U	\$1.00
Sawback Manticores	M	R	\$3.00
Sealed Fate	M	U	\$1.00
Seeds of Innocence	G	R	\$4.00
Shadowbane	W	U	\$1.00
Shallow Grave	Bk	R	\$6.00
Shauku's Minion	M	U	\$1.00
Shauku, Endbringer	Bk	R	\$6.00
Shimmer	Bl	R	\$7.00
Sidra Jabari	W	R	\$3.00
Sirocco	R	U	\$1.00
Sky Diamond	A	U	\$2.00
Soul Echo	W	R	\$3.00
Soul Rend	Bk	U	\$1.00
Spatial Binding	M	U	\$1.00
Spectral Guardian	W	R	\$2.00
Spirit of the Night	Bk	R	\$9.00
Stupor	Bk	U	\$2.00
Subterranean Spirit	R	R	\$5.00
Sunweb	W	R	\$7.00
Superior Numbers	G	U	\$1.00
Suq' Ata Firewalker	Bl	U	\$1.00
Tainted Specter	Bk	R	\$4.00
Taniwha	Bl	R	\$9.00
Teeka's Dragon	A	R	\$9.00
Teferi's Imp	Bl	R	\$4.00
Teferi's Isle	L	R	\$4.00
Tefin Tor	R	R	\$2.00
Tefin Tor's Darts	A	U	\$1.00
Tefin Tor's Edict	A	R	\$2.00
Tidal Wave	Bl	U	\$1.00
Tomestone Stairwell	Bk	R	\$8.00
Torrent of Lava	R	R	\$3.00
Tropical Storm	G	U	\$1.00
Uktabi Wildcats	G	R	\$7.00
Unerring Sling	A	U	\$1.00

MIRAGE CARD LIST (cont.)

Card Title	Color	Rarity	Price
Unfulfilled Desires	M	R	\$9.00
Unseen Walker	G	U	\$1.00
Unyaro Bee Sting	G	U	\$2.00
Unyaro Griffin	W	U	\$2.00
Vaporous Djinn	Bl	U	\$1.00
Ventifact Bottle	A	R	\$4.00
Vigilant Martyr	W	U	\$1.00
Vitalizing Cascade	M	U	\$1.00
Volcanic Dragon	R	R	\$9.00
Volcanic Geyser	R	U	\$2.00
Waiting in the Weeds	G	R	\$4.00
Warping Wurm	M	R	\$3.00
Wave Elemental	Bl	U	\$1.00
Wellspring	M	R	\$3.00
Wildfire Emissary	R	U	\$4.00
Windreaper Falcon	M	U	\$1.00
Withering Boon	Bk	U	\$2.00
Worldly Tutor	G	U	\$3.00
Yare	W	R	\$3.00
Zebra Unicorn	M	U	\$1.00
Zhalfirin Commander	W	U	\$1.00
Zirilan of the Claw	R	R	\$7.00
Zombie Mob	Bk	U	\$1.00
Zubert, Golden Feather	W	R	\$5.00

VISIONS CARD LIST

Booster Pack	\$2.95
Booster Box	Call
Complete Set	\$119.00
Commons Not Listed	\$5.00

Card Title	Color	Rarity	Price
Akin Djinn	Bk	R	\$8.00
Amul of Bogardan	A	R	\$4.00
Archangel	W	R	\$7.00
Army Ants	M	U	\$2.00
Blanket of Night	Bk	U	\$1.00
Bogardan Phoenix	R	R	\$6.00
Brass-Talon Chimera	A	U	\$1.00
Breathstealer's Crypt	M	R	\$3.00
Brood of Cockroaches	Bk	U	\$1.00
Chromatog	Bl	R	\$10.00
City of Solitude	G	R	\$11.00
Coral Atoll	L	U	\$1.00
Corrosion	M	R	\$3.00
Creeping Mold	G	U	\$2.00
Daraja Griffin	W	U	\$1.00
Desertion	Bl	R	\$8.00
Desolation	Bk	U	\$1.00
Diamond Kaleidoscope	A	R	\$4.00
Dormant Volcano	L	U	\$1.00
Dragon Mask	A	U	\$1.00
Dream Tiles	Bl	U	\$1.00
Elephant Grass	G	U	\$1.00
Elkin Lair	R	R	\$4.00
Equipose	W	R	\$6.00
Feverglades	L	U	\$1.00
Eye of Singularity	W	R	\$3.00
Femeref Enchantress	M	R	\$4.00
Firestorm Hellkite	M	R	\$9.00
Flooded Shoreline	Bk	R	\$4.00
Forbidden Ritual	Bk	R	\$4.00
Forshadow	Bl	U	\$1.00
Goblin Recruiter	R	U	\$2.00
Griffin Canyon	L	R	\$4.00
Guiding Spirit	M	R	\$4.00
Heat Wave	R	U	\$1.00
Helm of Awakening	A	U	\$1.00
Honorable Passage	W	U	\$1.00
Hulking Cyclops	R	U	\$1.00
Iron-Heart Chimera	A	U	\$1.50
Juju Bubble	A	U	\$1.00
Jungle Basin	L	U	\$2.00
Kaervek's Spite	Bk	R	\$4.00
Karoo	L	U	\$1.00
Katabatic Winds	G	R	\$3.00
Kookus	R	R	\$5.00
Kyscu Drake	G	U	\$1.00
Lead-Belly Chimera	A	U	\$1.00
Lichenbriope	G	R	\$4.00
Lightning Cloud	R	R	\$3.00
Longbow Archer	W	U	\$2.50
Magma Mine	A	U	\$4.00
Matopi Golem	A	U	\$1.00
Miraculous Recovery	W	U	\$1.00
Mob Mentality	R	U	\$2.00
Mindjunga	M	U	\$1.00
Natural Order	G	R	\$6.00
Necromancy	Bk	U	\$2.00
Necrosavant	Bk	R	\$4.00
Nekrutal	Bk	U	\$3.50
Ogre Enforcer	R	R	\$3.00
Ovinomancer	Bl	U	\$2.00
Pence Talks	W	U	\$1.00
Phyrexian Marauder	A	R	\$5.00
Pillar Tombs of Aku	Bk	R	\$7.00
Prosperity	Bl	U	\$2.50
Pygmy Hippo	M	R	\$4.00
Quicksand	L	U	\$2.00
Quirion Druid	G	R	\$4.00
Rainbow Effreet	Bl	R	\$6.00
Relentless Assault	R	R	\$11.00
Relic Ward	W	U	\$1.00

VISIONS CARD LIST (cont.)

Card Title	Color	Rarity	Price
Retribution of the Meek	W	R	\$5.00
Righteous War	M	R	\$4.00
Rowen	G	R	\$5.00
Sands of Time	A	R	\$5.00
Scalebane's Elite	M	U	\$1.00
Shimmering Effreet	Bl	U	\$1.00
Simoon	M	U	\$1.00
Snake Basket	A	R	\$7.00
Spitting Drake	R	U	\$2.50
Squandered Resources	M	R	\$6.00
Stampeding Wildebeests	G	U	\$2.00
Soleiman's Legacy	M	R	\$3.00
Summer Bloom	G	U	\$1.50
Suq' Ata Assassin	Bk	U	\$1.00
Tafrum Piper	R	U	\$1.00
Teferi's Honor Guard	W	U	\$1.00
Teferi's Puzzle Box	A	R	\$6.00
Teferi's Realm	Bl	R	\$3.00
Tempest Drake	M	U	\$2.50
Three Wishes	Bl	R	\$4.00
Time and Tide	Bl	U	\$1.00
Tin-Wing Chimera	A	U	\$1.00
Tithe	W	R	\$4.00
Triangle of War	A	R	\$3.00
Uktabi Orangutan	G	U	\$1.00
Undiscovered Paradise	L	R	\$10.00
Vampiric Tutor	Bk	R	\$12.00
Vampirism	Bk	U	\$1.50
Viasiano Sandstalker	R	U	\$2.00
Viasivian Dragon	M	R	\$6.00
Wand of Denial	A	R	\$6.00
Waterspout Djinn	Bl	U	\$1.00
Wind Shear	G	U	\$1.00
Zhalfirin Crusader	W	R	\$7.00

WEATHERLIGHT CARD LIST

Booster Pack	\$2.95
Booster Box	Call
Complete Set	\$149.00
Commons Not Listed	\$1.00

Card Title	Color	Rarity	Price
Abduction	Bl	U	\$2.00
Abeysance	W	R	\$10.00
Aboroth	G	R	\$6.00
Aether Flash	R	U	\$3.00
Agonizing Memories	Bk	U	\$1.00
Alabaster Dragon	W	R	\$8.00
Ancestral Knowledge	W	R	\$8.00
Arctic Wolves	G	U	\$1.50
Argivian Find	W	U	\$1.50
Argivian Restoration	Bl	U	\$1.00
Aura of Silence	W	U	\$1.00
Avizoa	Bl	R	\$5.00
Barishi	G	U	\$1.50
Bone Dancer	Bk	R	\$7.00
Bösium Strip	A	\$9.00	
Bubble Matrix	A	R	\$8.00
Buried Alive	Bk	U	\$1.00
Call of the Wild	G	R	\$8.00
Chimeric Sphere	A	U	\$1.50
Cinder Giant	R	U	\$1.00
Circling Vultures	Bk	U	\$1.00
Cloud Djinn	Bl	U	\$1.50
Cone of Flame	R	U	\$1.50
Debt of Loyalty	W	R	\$5.00
Dense Foliage	G	R	\$5.00
Desperate Gambit	R	U	\$1.00
Dingus Staff	A	U	\$2.50
Doomsday	Bk	R	\$7.00
Downdraft	G	U	\$1.00
Dwarven Thaumaturgist	R	R	\$5.00
Ertai's Familiar	Bl	R	\$6.00
Fallow Wurm	G	U	\$1.00
Familiar Groom	G	U	\$1.50
Fervor	R	R	\$4.00
Festering Evil	Bk	U	\$1.00
Firecruz	R	R	\$8.00
Forisyan Brigade	W	U	\$1.00
Fungus Elemental	G	R	\$4.00
Gaea's Blessing	G	U	\$1.50
Gallowbraid	Bk	R	\$4.00
Gerstone Mine	L	U	\$4.00
Gerrard's Wisdom	W	U	\$1.00
Goblin Bomb	R	R	\$7.00
Goblin Grenadiers	R	U	\$1.00
Heart of Bogardan	R	R	\$8.00
Heat Stroke	R	R	\$3.00
Hidden Horror	Bk	U	\$1.50
Hurloon Shaman	R	U	\$1.00
Infernal Tribute	Bk	R	\$4.00
Inner Sanctum	W	R	\$3.00
Jabari's Banner	A	U	\$1.50
Lava Hounds	R	U	\$2.50
Legion of the Hollows	G	R	\$3.00
Llanowar Beheemoth	U	U	\$1.50
Lotus Vale	L	R	\$15.00
Mana Web	A	R	\$9.00
Maraxus of Keld	R	R	\$9.00
Master of Arms	W	U	\$1.00
Mischievous Poltergeist	Bk	U	\$1.00
Mistmoon Griffin	W	U	\$1.00
Morinfen	Bk	R	\$5.00
Mweonvili Ooze	G	R	\$3.00
Nature's Resurgence	G	R	\$7.00
Necrotic	Bk	U	\$3.00

TEMPEST LIST (cont.)

Card Title	Color	Rarity	Price
Scabland	L	R	\$7.00
Sarcophagy	Bk	R	\$4.00
Scalding Tongue	A	R	\$4.00
Scarnoth	G	U	\$2.00
Scorched Earth	R	R	\$6.00
Screaching Harpy	Bk	U	\$1.00
Scroll Rack	A	R	\$9.00
Serene Offering	M	U	\$1.00
Segmented Wurm	M	U	\$1.00
"Selenia, Dark Angel"	M	R	\$8.00
Searing Touch	R	U	\$1.00
Shadowstorm	R	U	\$1.00
Shocker	R	R	\$6.00
Skyshroud Condo	Bl	U	\$1.00
Skyshroud Forest	L	R	\$7.00
Skyshroud Vampire	Bk	U	\$1.00
Sky Spirit	M	U	\$1.00
Souldrinker	Bk	U	\$1.00
Soltari Guerrillas	M	R	\$6.00
Soltari Crusader	M	U	\$1.00
Soltari Emissary	W	R	\$4.00
Spontaneous Combustion	M	U	\$1.00
Spirit Mirror	W	U	\$8.00
Soltari Monk	W	U	\$1.00
Soltari Priest	W	U	\$1.00
Starke of Rath	R	R	\$6.00
Staunch Defenders	W	U	\$1.00
Static Orb	A	R	\$6.00
Stalking Stunnet	L	U	\$1.00
Steal Enhancement	Bl	U	\$1.00
Stinging Lizard	Bl	U	\$1.00
Storm Front	G	U	\$1.00
Sudden Impact	R	U	\$1.00
Talmgarth's Rage	R	U	\$1.00
Telethopter	A	U	\$1.00
Thalalos Dreamswower	Bl	U	\$1.00
Thalalos Lowlands	L	U	\$1.00
Thumbscrews	A	R	\$4.00
Time Warp	Bl	R	\$19.00
Tooth and Claw	R	R	\$3.00
Torture Chamber	A	R	\$5.00
Tradewind Rider	Bl	R	\$6.00
Trumpeting Armodon	G	U	\$1.00
Unstable Shapeshifter	Bl	R	\$7.00
Verdant Force	G	R	\$6.00
Vendigris	G	U	\$1.00
Vhati-ii-Dal	L	U	\$5.00
Vee Townships	W	U	\$1.00
Warmth	W	U	\$1.00
Wasteland	L	U	\$2.00
Watchdog	A	U	\$1.00
Whim of Volrath	Bl	R	\$5.00
Whispers of the Muse	Bl	U	\$2.00
Wind Dancer	Bl	U	\$1.00
Winds of Rath	W	R	\$9.00
Winter's Grasp	G	U	\$1.00
Wild Wurm	R	U	\$1.00
Wood Sage	M	R	\$4.00
Worthy Cause	W	U	\$1.00

Card Title	Color	Rarity	Price
Enraging Lizard	R	U	\$1.00
Ertais Meddling	Bl	R	\$7.00
Escaped Shapeshifter	Bl	R	\$7.00
Essence Bottle	A	U	\$1.00
Excavator	A	U	\$1.00
Extinction	Bk	R	\$7.00
Fevered Convulsions	Bk	R	\$4.00
Field of Souls	W	R	\$7.00
Firefly	R	U	\$1.00
Flailing Drake	G	U	\$1.00
Fllickering Ward	W	U	\$1.00
Fighting Drake	G	U	\$1.00
Flowstone Salamander	R	U	\$1.00
Flowstone Sculpture	A	R	\$5.00
Flowstone Wyvern	R	R	\$6.00
Fool's Tome	A	R	\$6.00
Fugitive Druid	G	R	\$3.00
Furnace of Rath	R	R	\$7.00
Fylamarid	B	U	\$1.00
Gallantry	W	U	\$1.00
Gerrard's Battle Cry	W	R	\$7.00
Goblin Bombardment	R	U	\$1.00
Grindstone	Bk	R	\$8.00
Ghost Town	L	U	\$1.00
Hanna's Custody	R	R	\$4.00
Hand to Hand	R	R	\$5.00
Harrow	G	U	\$1.00
Havoc	R	U	\$1.00
Heartwood Giant	G	R	\$3.00
Heartwood Trefoil	G	U	\$1.00
Helm of Possession	A	R	\$8.00
Horned Sliver	G	U	\$1.00
Humility	W	R	\$7.00
Imp's Taunt	Bk	U	\$1.00
Insight	Bl	U	\$1.00
Intuition	Bl	U	\$1.00
Interdict	Bl	R	\$5.00
Invulnerability	W	U	\$1.00
Jackal Pup	R	U	\$1.00
Jet Medallion	A	R	\$6.00
Jinxed Idol	A	R	\$5.00
Kezzerdrix	Bk	R	\$4.00
Knight of Dawn	W	U	\$1.00
Knight of Dusk	Bk	U	\$1.00
Kraklin	G	U	\$1.00
Leeching Lizard	Bk	U	\$1.00
Legacy's Allure	Bl	U	\$1.00
Legendarium	Bl	U	\$2.00
Light of Day	W	U	\$1.00
Living Death	Bk	R	\$8.00
Lobotomy	M	U	\$1.00
Maddening Imp	Bk	R	\$3.00
Magnasaur	R	R	\$6.00
Magnetic Web	A	R	\$6.00
Mana Severance	Bl	R	\$8.00
Murble Titan	W	R	\$3.00
Maze of Shadows	L	U	\$2.00
Mawcor	Bl	R	\$4.00
Meditate	Bl	R	\$10.00
Mindwhip Sliver	Bk	U	\$1.00
Minion of the Wastes	Bk	R	\$8.00
Mirris Guide	G	R	\$4.00
Mogg Hollow	L	U	\$1.00
Mnemonicon Sliver	Bl	U	\$1.00
Mogg Cannon	A	U	\$1.00
Mogg Squad	R	U	\$1.00
Mongrel Pack	G	R	\$6.00
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Needlestorm	G	U	\$1.00
No Quarter	R	R	\$7.00
Nurturing Lizard	G	U	\$1.00
Opportunist	R	U	\$1.00
Oracle En Vec	W	R	\$5.00
Orin's Prayer	W	U	\$1.00
"Orin, Sanite Healer"	W	R	\$6.00
Overrun	G	U	\$1.00
Pallimund	R	R	\$4.00
Patchwork Gnomes	A	U	\$1.00
Perish	Bk	U	\$1.00
Pearl Medallion	A	R	\$6.00
Pegasus Refuge	W	R	\$4.00
Phyrexian Grimoire	A	R	\$5.00
Phyrexian Hulk	A	U	\$1.00
Phyrexian Splicer	A	U	\$1.00
Pine Barrens	L	R	\$6.00
Preconception	Bl	R	\$4.00
Propaganda	Bl	U	\$1.00
Puppet Strings	A	U	\$1.00
Quickenling Lizard	W	U	\$1.00
Rain of Tears	Bk	U	\$1.00
Ranger En-Vec	M	U	\$1.00
Rathi Dragon	R	R	\$11.00
Reanimate	Bk	U	\$1.00
Keep	G	U	\$1.00
Renegade Warlord	R	U	\$1.00
Reflecting Pool	L	R	\$12.00
Repentance	W	U	\$1.00
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Rootwater Matriarch	Bl	R	\$5.00
Rootwater Shaman	Bl	R	\$4.00
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Sapphire Medallion	A	R	\$6.00
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Salt Flats	L	R	\$7.00

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Inside the Industry

reports on
trading card games

Patently Confusing

THIS FALL, Wizards once again set Internet gaming newsgroups buzzing by securing U.S. Letters Patent 5,662,332 on the "trading card game method of play" (see this issue's "Wizards of the Coast News"). As is typical online, the discussion generated more heat than light, and many posters confessed complete ignorance of patent law—though this didn't stop them from opining loudly and often. For them and many others, here are the patent basics.

Governments award patents to inventors of "any new and useful process, machine, manufacture, composition of matter, or improvement thereof." A patent grants the inventor the right to prohibit others from making, using, or selling the invention. The American government's authority to grant patents comes from the Constitution, Article I, section 8. Almost all other countries grant similar protection, but patents are usually protected only within the granting country's jurisdiction. If you want patent protection in another country, you must file there as well; certain treaties expedite overseas filing.

Only the individual inventor can receive a patent, but he or she can then assign the rights to a company. The trading card game patent went to Richard Garfield, but he assigned all rights to Wizards of the Coast.

In America you must file for a patent within one year of use and sale of the invention. The Garfield patent is dated October 17, 1995, over two years after *Magic's* official publication in August 1993. However, this was an amended version of an application originally filed in June of 1994. It is common to amend a patent application after filing.

Most American patents last seventeen years and cannot be renewed except by an act of Congress. In the 1980s the Patent and Trademark Office of the Department of Commerce granted a record 737,000 patents. Today the U.S. government awards over 100,000 patents a year, signifying a recent change in Patent Office practice.

Throughout most of America's history, patents went exclusively to physical objects, processes, and newly bred plant varieties. Processes involving only mental steps were not usually considered eligible for patents, but in the last decade or so the government has started awarding patents more broadly: to software, mathematical formulas, genetically engineered life forms, and other intellectual property. The "method of play" in the Garfield patent falls in this foggy domain, which helps explain why the Patent Office took so long to award it. "It's difficult to pin down intellectual property in this area," said Garfield.

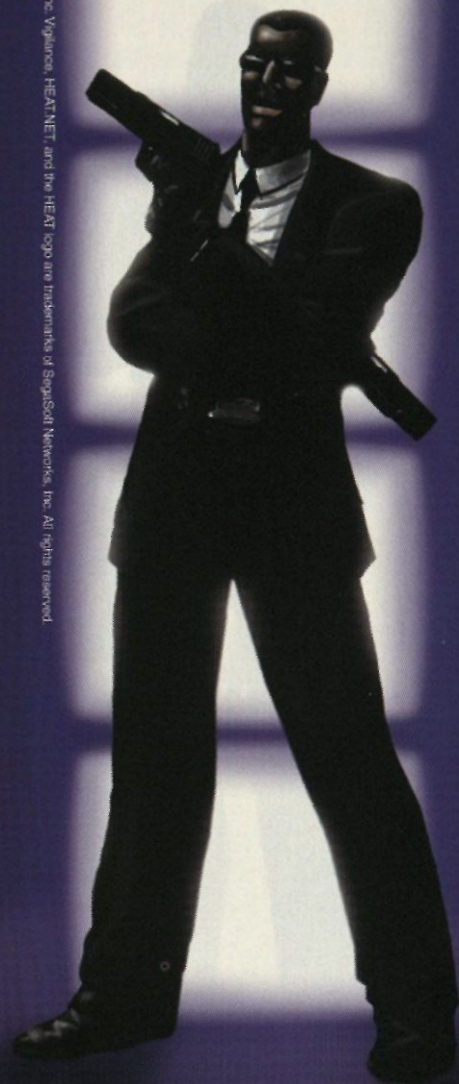
There you go, Internet mavens. Go forth and argue again. But let the facts govern the rhetoric, okay?

CORRECTION

Last issue's "Acquisitions: Who and Why?" piece incorrectly stated that if Decipher were sold, its *Star Wars* and *Star Trek* licenses would lapse. In fact, according to Decipher's Matt Mariani, the sale of Decipher would give the licensors, Lucasfilm and Paramount, opportunity to review the licenses, but they would not automatically lapse. The *Duelist* regrets the error.

by Allen Varney <APVarney@aol.com>

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Inside the Industry

GAME NEWS & UPDATES

Aliens/Predator (Harper Prism, New York City): Despite rumors of Harper pulling out of the gaming field, at press time the game was set to ship in December. The Precedence design team (John Myler, Dave Hewitt, Paul Brown, Ran Ackels) will create an expansion of about 150 cards based on the new *Alien Resurrection*, "starting right after we see the movie." No release date has been set. <hprismccg@aol.com>; <www.harperprism.com/ccg>

Babylon 5 (Precedence, Tempe, AZ): The 445-card Premiere Edition should be out now (four semi-fixed starters, \$8.95 each; 8-card boosters, \$1.95). Buying the four starters, keyed to the four main B5 races, provides all the starter-only commons. In January expect two boxed introductory sets based on the Earth-Minbari and Centauri-Narn Wars. Each box will contain two fixed 50-card starters (identical to the retail decks), a booster, and a simplified 24-page rulebook (\$14.95). The first expansion, *Shadow War*, is due in spring. With about 150 cards, it will cover the Vorlon-Shadow conflict from the show's second and third seasons. <B5@eternity.com>; <www.eternity.com>

Chron X (Genetic Anomalies, Cambridge, MA): This Internet card game's first expansion, *Overture*, should be online as this issue hits the stands. It adds 150 new resources that develop the five major factions. Download it from <www.ChronX.com>. The original game has now circulated over 500,000 virtual cards. <EdMartin@GeneticAnomalies.com>; <www.GeneticAnomalies.com>

Dune (Last Unicorn Games, Harrisburg, PA/Five Rings, Bellevue, WA): *Judge of the Change*, a 152-card expansion by Owen Seyler, should be out now (60-card starters, \$8.99; 15-card boosters, \$2.99). The half-fixed decks add the Spice Miners Guild and Water Peddlers Union factions,

as well as a new card type: decrees, biddable Imperial enhancements. <monomylth@aol.com>; <www.lastunicorngames.com>

Legend of the Five Rings (Five Rings, Bellevue, WA): The three-month *Scorpion Clan Coup* prequel game is now under way: 80 cards a month from November to January, sold in half-fixed 60-card Scorpion and Lion starters (December, \$8.99) and 15-card boosters (\$2.99). An Arabian-style spinoff game, *Legend of the Burning Sands*, will premiere in April, and an L5R sequel will debut in May. Each follows a story arc told in nine monthly releases, and characters cross back and forth between the sister games.

Middle-Earth: The Wizards (Iron Crown Enterprises, Charlottesville, VA): *The White Hand* is due out now. The 122-card expansion, by Coleman Charlton and Mike Reynolds, is named for Saruman's symbol (12-card boosters with two rares, \$3.25). The set offers "Fallen" versions of the five original Istari, plus new resources that grant staging points. Each Fallen wizard has a unique "bomb card" representing the culmination of his goal.

The first of four *ME:CCG Sites & Scenarios* books, *A Long-Expected Party* provides color maps with new sites for the card game. Originally scheduled for October, it should be out about now, with the others due at three-month intervals. The next expansion, *The Balrog*, is due in spring. <ice@ironcrown.com>; <www.ironcrown.com>

Mythos (Chaosium, Oakland, CA): After long delays, a *New Aeon* may finally dawn. The 200-card standalone set of the modern-day Mythos should be on the shelves about now (60-card starters, \$8.95; 13-card boosters with two rares, \$2.95). <chaosium@chaosium.com>; <www.sirius.com/~chaosium/chaosium.html>

Rage (Five Rings, Bellevue, WA): The second of nine monthly releases brings mostly-fixed starters for Bone Gnawers and Red Talon (60 cards, \$8.99) and 15-card boosters (\$2.99). January will bring the Shadow Lords and Silent Striders.

Star Trek CCG (Decipher, Norfolk, VA): To repeat from last issue: "The long-

delayed *Fajo Collection* should be out now." Decipher sales manager Matt Mariani said image approvals caused the delay. Not only does any card showing, say, Guinan require actress Whoopi Goldberg's approval, but the set's inclusion of a 1962 Roger Maris baseball card (as seen in the *Trek* episode featuring demented collector Fajo) unexpectedly required last-minute negotiations with the Roger Maris estate.

These and other reasons delayed *First Contact*, the expansion that introduces the Borg (130 cards, 9-card boosters for \$2.50). "It changes the game so much, makes it so aggressive," said Mariani, "that the product development issues were enormous." It, too, should be out now. Spring should bring a two-player *Deep Space 9 Introductory Set* with 120 new cards. <DCustServ@decipher.com>; <www.decipher.com>

previews

Dark Eden (Heartbreaker Hobbies, Folsom, PA): Scheduled for February, the first expansion, *Genesis*, will feature over 120 cards (boosters with 15 cards plus one info card, \$2.99). Along with new Commanders, Warriors, Establishments and Intrigue cards for all affiliations, the set will introduce Megacorporate and Brotherhood forces. *Genesis* will focus on sea battles, with new Coastal, Floating, and Submerged Establishments; massive ships; and sea monsters. <hrtbrkr000@aol.com>; <members.aol.com/doomtroop/doomtrooper.html/>

Doomtown: The Legend of Caine County (Five Rings Publishing Group, Bellevue, WA): As mentioned last issue, this card game, based on Pinnacle's *Deadlands: The Weird West* RPG, will debut in February. The first 150-card release will come in four half-fixed 60-card starters (\$8.99) and 15-card boosters (\$2.99); small expansions will follow monthly for seven months. <lsr@frpg.com>; <www.frpg.com>

Doomtrooper (Heartbreaker): The

Star Wars CCG (Decipher, Norfolk, VA): At press time, *Cloud City's* ship date was November 4 (9-card boosters with one rare, \$2.50). The first of three 165-card expansions based on *Return of the Jedi*, *Jabba's Palace* (formerly *Tatooine*) is planned for March. The World Championship, with over 50 players from 20 countries, takes place December 4 in Norfolk, VA.

X-Files (USPC Games, Cincinnati, OH): In October USPC suddenly canceled the 22364 expansion as well as all three *Collector Sets*, shut down the website, and eliminated support for X-Files. USPC blamed poor fan response, but in an irate Internet post former USPC game developer Dave Frank blamed the first edition's poor collation, poor profit margins due to the license's steep royalties, and high overhead. No word yet on the fate of the *X-Files* game license. <USPCGames@aol.com>

seventh expansion, *Ragnarok*, will add over 100 new cards (15-card boosters, \$2.99). All affiliations will gain new warriors, especially Ilian, and Mission cards will introduce new strategies. *Ragnarok* is currently scheduled for March.

Imajica (HarperPrism): The first expansion is planned for spring. A projected demo program will offer demonstrators "Harper Dollars" to buy anything on the Harper backlist. <hprismccg@aol.com>

Shadowrun (FASA Corporation, Chicago): A second printing of the basic game, *Second Running*, replaces 39 existing cards (including almost all Objectives) and changes art on 12 more. The first expansion, *Underworld*, due in January, will offer 150 cards, including affiliation-based runners: the Mafia, Lone Star security, yakuza, gangs, smugglers, and other factions seen in recent SR roleplaying supplements (*Underworld Sourcebook*, *Cyberpirates*). *Underworld* objectives offer different results depending on the affiliation of runners who achieve them. <FASAIInfo@aol.com>; <www.fasa.com>

For more information, contact the email address or website given with each entry.

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Where We Have Boldly Gone

► by Kathy McKraken and David Bowling

The Final Frontier Keeps Expanding (and Improving)

Let's face it: the world of *Star Trek* is huge and as complicated as the galaxy itself. You'd need professional help to properly explore even one aspect of that world...which is just what *The Duelist* has to offer. After some intense negotiations (and some judicious string-pulling by the High Command), we've arranged for an actual Starfleet Officer to do the legwork as we map out the card game corner of everyone's favorite science fiction franchise.

Activating the voice interface of her Model EEHP intelligence computer, the Major posed her first query: "Computer, identify phenomenon known as 'Star Trek CCG.'"

After a brief pause, the EEHP began: "The *Star Trek Customizable Card Game* (ST: CCG), published by Decipher, Inc., hit the stores in November 1994 and was an instant success. The game was one of a new genre that had appeared only the previous year..."

"A game?" interrupted the Major. "Explain its premise."

"Utilizing characters and plot elements from the popular television series, the 'universe' of 363 cards in the *Premiere Release* introduced all the basic elements of the game: ships and crews from the three major factions (Federation, Klingon, and Romulan), outposts where they report for duty, a 'spaceline' of mission locations, and plot-twisting dilemmas (obstacles) to keep things interesting. The objective of the game is to be the first to score 100 points, primarily from completing missions."

"The High Command wants to know why it's so popular," said the Major. "Any ideas?"

"That will require an in-depth analysis of the game. Will advise when ready. Deactivating voice interface."

Premiere Release

A message on the console the next morning read, "Please join me in Holo-suite A—EEHP." Inside, the Major recognized the

holographic persona of the intelligence computer, which beckoned her over. The other figures, dressed as 20th century gamers and paired off over card tables, were frozen in mid-play.

"I have researched your question by recreating an early tournament," said the EEHP proxy. "I've learned a lot about the *Premiere Release*."

"I'm playing the Federation, which players quickly perceived as the most powerful affiliation for mission-solving decks due to its multi-skilled bridge personnel. Unfortunately, the Federation cannot initiate battle. Battle-oriented players gravitated to the Klingons—only a few good personnel, but they have armadas of one-man K'Vort warships and no battle restrictions. The Romulans utilize treachery and enough useful skills to build at least one good, focused deck."

"A few cards quickly became indispensable: The *Traveler: Transcendence* and *Kivas Fajol-Collector* allow you to draw cards quickly; *Red Alert* allows you to play them just as fast; *Amanda Rogers* and *Kevin Uxbridge* counteract annoying *Events* and *Interrupts* played by your opponent; and *Q2* counters *Kevin* and *Amanda*. Two key artifacts emerged as potential game-breakers: the *Horga'hn*, which allows you to take two turns to your opponent's one, and the *Betazoid Gift Box*, which allows you to pull three cards from your draw deck. The preferred method for handling dilemmas became known as "red-shirting"—having one personnel at a time encounter the dilemma to limit any negative impact to that lone crew member."

"Within a month of the game's release,



informal tournaments like this one began to appear. In January 1995, Decipher issued tournament guidelines to curb the worst abuses, but there were still problems. The Horga'hn was much too powerful; the three affiliations were unbalanced in power; most dilemmas were targeted only to either planet or space missions exclusively, so an all-planet mission deck could render many dilemmas useless; and battle was too mechanical. In addition, rules interpretation was still in a formative stage and decentralized, and the FAQ documents weren't widely accessible.

"More critical to the players was the fact that a single 'starter deck' didn't actually allow you to start playing. A minimum of six missions were required, with the appropriate personnel and outpost, but even two or three starters might not produce a viable deck. Decipher addressed this problem by offering to exchange and redistribute common mission and outpost cards, and then by distributing free 'Warp' packs that included missions and an outpost usable by any affiliation. Most players could build a reasonable beginner's deck from a couple of starter decks and a Warp pack."

"And the other problems?" asked the Major.

"Just as soon as I finish this tournament, I'll look into it. Right now, my Klingon opponent is about to uncover a dilemma that will destroy his ship." As the Major exited the holosuite, she heard EEHP's opponent release a loud Klingon Death Yell, to both warn the dead and to score five bonus points.

Alternate Universe

When she returned the next day, the Major found EEHP playing a Klingon deck. "This tournament is much larger," she commented.

"By the time the *Alternate Universe* (AU) expansion appeared in November 1995," EEHP replied, "Decipher began sponsoring tournaments at some of the

large gaming conventions. In addition, they debuted an updated website where complete rules interpretation was consolidated under one person.

"After a year's wait for a new expansion due to licensing problems, AU revived lagging player interest with an infusion of new missions, dilemmas, and several interesting innovations. One was the Alternate Universe Doorway, which allowed cards from 'alternate' universes or timelines to enter the 'real' spaceline.

"More important were dual-affiliation personnel. Major Rakal and Stefan DeSeve had both Romulan and Federation icons, allowing them to be used by either affiliation and to 'defect' (switch affiliations) during the game.

"Many cards in the set reflected Decipher's policy of countering problem cards and strategies with other cards, rather than simply banning cards outright and eliminating strategies completely. Thine Own Self imposed a risk on red-shirting; Jamaharon provided a common counter for the Horga'hn; The Charybdis stalled artifact acquisition, while Vorgon Raiders allowed artifact 'stealing.' Nine new dilemmas were usable on either planet or space missions, diluting the advantage of all-planet or all-space decks.

"Decipher also revised their tournament guidelines in early '96, removing all restrictions on duplicate cards. Two AU cards anticipated this change: Yellow Alert nullified Red Alert and prevented another from being played; Countermanda inhibited reuse of Kivas Fajo and other abusible cards.

"Some other problems remained. Although AU contained new personnel and ships for all affiliations, the Klingons and Romulans still lagged well behind the Federation in both number and quality of personnel. Despite cards



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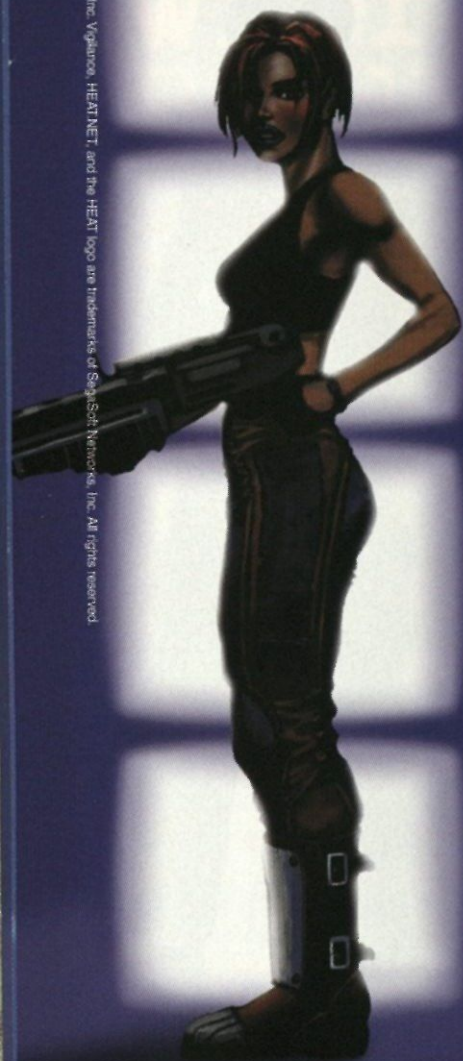


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Inside the Industry

that introduced elements of unpredictability into battle resolution, battle remained relatively uninteresting. The set did present several ways to acquire captives who could be interrogated to earn points, with promises of Brainwash and Torture cards in future sets.

"The biggest problem facing ST: CCG was its impending demise. Despite the game's overwhelming popularity, Decipher's licensing difficulties had resulted in a decision not to renew the contract for the game when it expired at the end of 1997, and they began planning the final expansions."

The Major interrupted: "But my assignment spoke of 'unprecedented growth of interest!' That doesn't sound like a dying game."

"Evidently, something else happened," replied EEHP. "I should know by tomorrow. Now, if you'll excuse me, it's time for me to Interrogate Mot the Barber, who's in my Cardassian Trap."

As the Major returned to her office, she heard EEHP's opponent shrieking, "There...are...FOUR...lights!"

Q Continuum

The Major was prepared for yet another increase in the size of the tournament in progress. EEHP, present and playing a Romulan deck, greeted her and began to report.

"In October 1996, the *Q Continuum* expansion appeared, revolving around the arrogant, omnipotent Q who periodically tormented Picard and his crew. While it contained new cards of all the usual types, the real news was side decks. For the first time, players could expand beyond the sixty-card limit of the standard deck.

"The 'Q Continuum' side deck was a storehouse of special Q-related cards that functioned as mini-dilemmas when a special Q-Flash Doorway card was encountered. While a single Q-Flash might include multiple mini-dilemmas in succession, the overall weakness of the Q-icon cards received a negative response from players. Additionally, the

correct use of this type of side deck was not self-evident, requiring reference to the rules supplement, which many players never saw. The resulting confusion caused many players to avoid the use of the *Q Continuum* side deck.

"The second side deck, on the other hand, was an immediate hit. Q's Tent gave players a thirteen-card sideboard that could be drawn from during a match to supplement standard decks. The draws weren't free—you had to play a Q's Tent Doorway card and forfeit your normal draw that turn—but it revolutionized game strategies. First, it allowed a stock of contingency cards that you might not need in your

main deck, such as a spare ship or The Devil to nullify a Horga'hn. Second, it expedited access to cards that you had to draw early, such as Red Alert or The Traveler. Finally, a key personnel card could be duplicated; if it didn't turn up early enough from the draw deck, it could be pulled from the Tent instead. Soon virtually every tournament deck sported a Q's Tent side deck.

"There were several other notable additions in this expansion. Android capabilities, previously restricted to the Federation, became available to all via non-aligned Soong-type androids. The androids' selectable classification was especially useful for the new Colony, where you could accumulate points just for having an unopposed away team present each turn, with extra points for civilians.

"Battle and captives weren't forgotten. Data's Medals, Klingon Civil War, and several other Klingon-oriented battle cards awarded or subtracted points or otherwise affected battle outcome. Several Q-icon cards provided additional ways to take captives, and the promised Brainwash card appeared as well. The Klingons and Romulans each received several new multi-skilled personnel, including some sorely needed medicals, and the imbalance between the affiliations began to ease.

"More importantly, after the release of



Q *Continuum*, Decipher announced the signing of a new, four-year contract with Paramount that included not only *Star Trek: The Next Generation*, but also *Deep Space Nine*, *Voyager*, and the just-released feature, *First Contact*, as well as any other feature films released during the remainder of the contract. Decipher began reworking planned sets to allow for expansion into the Gamma and Delta quadrants, and inclusion of new affiliations (Borg, Cardassian, and Ferengi). The initial project was *First Contact*, released during the fall of 1997.

"The introduction of the Borg required development of an entirely new method for scoring points: with their drive for assimilating technology and people, nobody could picture the Borg completing traditional missions like curing plagues or conducting covert rescue operations. Beside the Borg Queen and her drones, the expansion included more traditional personnel like Zefram Cochrane and Lily; ships like the *Phoenix* and the *Enterprise-E*; and time travel missions to the past. Some long-standing strategic abuses were addressed with mechanics to curb the excessive use of Kivas Fajo, Red Alert, and the Amanda-Kevin-Q2 troika. Other mechanisms encouraged diversity in mission selection, revitalized neglected dilemmas, and provided incentives to make use of previously ignored personnel.

"The development of these new mechanisms and the integration of the Borg took longer than expected, delaying the release of *First Contact* until the fourth quarter of 1997. To fill the gap, Decipher released two subsidiary sets that contained some tempting premium and preview cards. The *Introductory Two-Player Games* included prebuilt Federation and Klingon decks, the long-awaited Spock card, and two characters never actually seen on the show: Mogh and Ja'rod, created by computer morphing the features of their on-screen descendants (Mogh was based on Worf and Kurn, and Ja'rod on T'Pol). *First Anthology*, a compilation

of starter and booster packs from the first three sets, also contained six preview cards from *Deep Space Nine* and *Voyager*. The *Fajo Collection* was also released during this time, a limited-edition set of eighteen innovative cards that included unusual personnel like Locutus of Borg, Guinan, and Tallera; powerful artifacts like the 1962 Roger Maris Baseball Card; a card written in the Klingon language; unusual ships; and more.

"The new contract also spurred Decipher into finally developing a full-blown tournament structure, recruiting tournament directors and volunteer ambassadors to promote the game, and providing prize support for any tournaments that met their sanctioning requirements. The first ST: CCG World Championships were held in Las Vegas in the fall of 1997, but some players couldn't get enough and took to playing people they had never met in virtual chat rooms—in this holosuite recreation, there's an unofficial online world championship in progress!

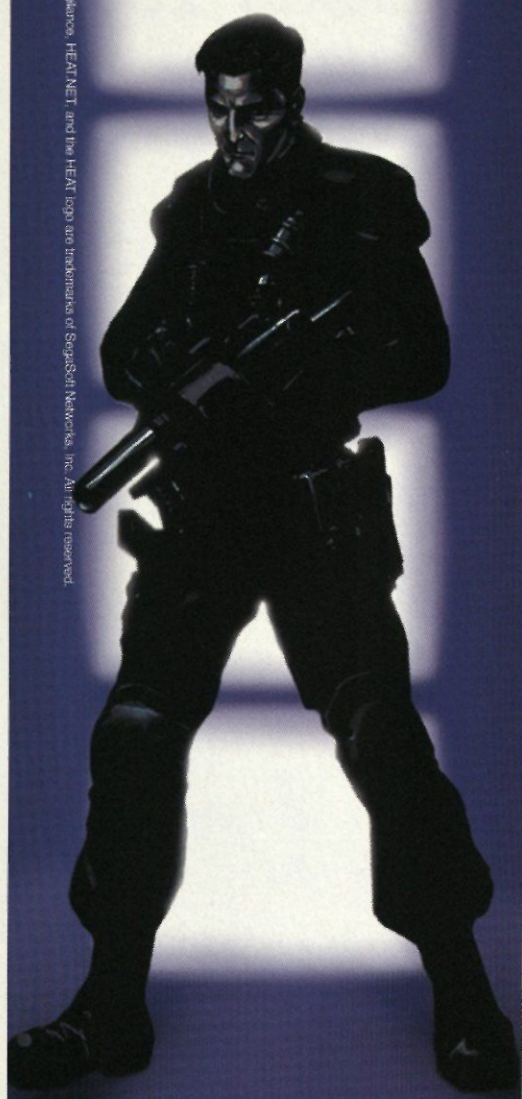
"There have been numerous successful expansions since *First Contact*, but at this point I think you can tell the High Command that the prognosis for ST: CCG remains excellent."

"Thank you, computer. I will file my preliminary report, but I'd like you to continue your research." The Major looked over the shoulder of one of the competitors. "And perhaps you could schedule me for a training session and then sign me up for the next tournament."

"With your permission, Major, I will do so as soon as I finish beating my opponent with this all-space Romulan deck. Also, I've promised to judge one of those online games."

"Understood," said the Major, smiling. "Carry on." ■

Kathy McKraken and David Bowling display both computer-like efficiency and some major attitude in their spirited embrace of the *Star Trek* CCG.



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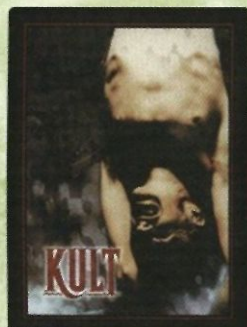


WARNING: This article concerns a game that is intended for mature audiences only.

by Jon Wilkie

Does Your Mother Know You're Playing Kult?

Kult Burns Brightly and Inferno Turns Up the Heat



Kult: Inferno

Target Games
AB
Stockholm,
Sweden

FORMAT

126-card set; 15-card boosters. For two or more players; playing time 30-90 minutes.

GAME DESIGN

Bryan Winter

GAME DEVELOPMENT

Stefan Ljungqvist

ART DIRECTION

Nils Gulliksson

GRAPHIC DESIGN

Andreas Thorsén

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P.O. Box 4628
SE116 91 Stockholm, Sweden
website: <<http://www.target.se/>>

Before we get too deep into this review, I thought I'd be up front with my inherent bias: I love Kult. I've enjoyed the game both in its role-playing form and as a trading card game (TCG), and not just because of its pretty pictures or cool card titles. It's an elegantly designed game with a severely twisted and disturbing take on the horror genre. Be warned: this article and this game are not for the faint at heart. Kult is a card game with very vivid and disturbing settings and situations. If you thought the movie *Seven* was a bit too troubling, please do not read this article.

A Prison with No Walls

The setting of the Kult TCG is the same as that of the popular roleplaying game of the same name. The universe is controlled by the vast powers of the Demiurge and Astaroth, the light and dark sides of creation. Long ago, humanity somehow offended the Demiurge, and his punishment was severe. To quote the rulebook: "From his citadel in the true city of Metropolis, he altered our perceptions and limited our abilities." The Demiurge imposed the Illusion of the "real world" over the true world of Metropolis, imprisoning humanity inside the Illusion. He then created the ten powerful beings known as Archons to be his lieutenants and further his goals, which led Astaroth to create ten Angels of Death as their opposites. However, the Illusion didn't last.

As humanity began questioning where we came from and why we exist, the Illusion started to crumble, and one day the Demiurge disappeared. The Demiurge's citadel at the center of Metropolis vanished, leaving the Abyss in its place. Astaroth set off to search for his twin, leaving the Archons and the Angels of Death to treat humanity as they saw fit—in other words, as sheep begging for conquest and subjugation.

Guess who you get to play? That's right; pick an Archon or Angel of Death and get ready to grind humanity under your heel!

The Rules

The rules of Kult are easy to get the hang of and are very intuitive. Much like XXXenophile, this is the sort of game

that is simple enough for your parents to learn, but offensive enough that you'd never teach them.

Each player picks one of the Major Arcana that represent the Archons and Angels of Death. Each Arcanum has four symbols around the picture, along with a special ability listed in the text box. The symbols are similar to the different lands in *Magic*, with one important difference: they don't tap to produce resources. For instance, if I'm playing Hod the Punisher, I have two Skulls and two Hourglasses available to me. If I have four cards in my hand that cost two Skulls each, I could play all four of them and still have two Skulls left.

However, there's always a catch. The author explains that the game is based on the concept of the Tarotum, a mystic deck of cards mentioned in the roleplaying game. This tarotlike concept provides an interesting limitation on casting cards. Your play area is shaped like a tarot layout, with four cards stacked down the right side (The Cast), your Major Arcanum card in the center of your area (The Hub), and four cards forming a cross with your Hub (The Stage). Most cards have symbols on them that display in what regions the cards may be played. A weak card might be played in any station of the Cast or Stage, while a powerful card might only be allowed in the North and East stations of the Stage. This provides a very nice limiting factor on powerful cards, and is visually represented right on the card.

The goal of Kult is to control a majority of the world's population. This is done by slowly moving Population Markers from the center of the table into your

Cast, then to your Stage, and finally to your Hub. Combat and timing are both kept very simple. Combat consists of comparing the two combatants—whichever has the lower Combat Value dies and is discarded. Timing is also quite easy, with no “last in, first out” posers to worry about.

The game is simple to play, and it only takes about one game to get the hang of the rules. However, some friends may be put off by the subject matter. Forget these wussies and press on....

Other Features

The artwork in the Kult TCG is by no means conservative. Most of the artists are European. The art can be very good, but at times it can also be very bad. I tend to be forgiving, if only because of the twisted humor on some of the cards (Eye for an Eye features two men trading detached eyeballs).

The card layout is clean and easy to read. The text box is a nice touch, formed by several overlapping strips of medical tape. The design is simple without fatal goofs or hard-to-read areas.

One major flaw with the card game is the thin cardstock. I may be spoiled after Magic and *Star Trek*, but the designers assure me the cards are more durable than Magic cards. I still have my doubts. My other complaint involves the card backs. The designers scanned the design off an antique deck to make the cards look like a tarot deck, but the abstract geometric pattern in no way spells out Kult.

Inferno

The first expansion for Kult has just been released. It has been on the shelves at Target Games since 1995 while the company waited for the other three zillion card games to slaughter each other and go bankrupt. Now that there's only a handful of really popular games on the market, they've released the expansion

with hopes of attracting some of you Vampire and Cthulhu players to Kult.

The set is called *Inferno* and is even more twisted than the basic game. With cards like Aborted, Book Burning, and Sperm Bank, this set rules out any person over thirty from finding Kult morally acceptable. Of course, after looking at Perversion, even people under thirty may get queasy. The set also features two new Arcana: Razide, who wants to become an Angel of Death, and Damon Blackraven, a witch hunter who leads a whole new faction within the game.



The cards are creepy, and all seem to have some reason for being in the set. Some of the cards are specifically designed to destroy common strategies used by Kult players, and many cause game effects that had me saying “But that’s

totally against the rules!” Another wonderful feature of the set is its ease of collectability. I opened two boxes of boosters and was able to complete four sets of *Inferno*.

There are a little over one hundred cards in the expansion, and even the rares show up consistently. The card stock is still flimsy and the card backs are still annoyingly bland, but overall, the set is a keeper.

Inferno improves the basic Kult game and avoids messing up the magic with excessive new rules and gimmicks. The *Inferno* expansion is an impressive piece of work and secures Kult's status as the most intense horror TCG on the market. For just this reason, you may find that many stores refuse to carry either the Kult roleplaying or card game. Don't let that stop you! I would encourage you and your friends to special order a box of Kult and see what all the commotion is about. Just don't show your parents! ■

Jon Wilkie has never actually been convicted of crimes involving a duck, two carrots, and creamed corn. However, he is a freelance game designer.

The Designer Talks about Inferno

Bryan Winter has designed many great games, but he's proudest of Kult. We caught up to this busy guy to ask him some questions about Kult and *Inferno*.

Q: What's your favorite card from *Inferno*?

That's like asking a father which is his favorite child! I would have to say The Fool, not only because it is very handy in your deck, but also because the card breaks from the style guide and looks like a “joker” card. I hadn't seen most of the artwork until the cards were printed, and when I saw The Fool for the first time I really geeked out.

Q: What's the one card from *Inferno* all players should have in their deck?

In the basic set, the Sorry! card is the obvious choice, but for *Inferno* I'd have to say Chainsaw. It allows you to attack Regions, which were hands-off in the basic set. But once players realize that all-Region decks just aren't going to work anymore, then I'd say Razor, which allows you to discard attachments at an alarming rate.

Q: Any plans for a second expansion (and will we have to wait so long again)?

There are no plans for a second expansion as of yet, and to be honest there probably won't be one. Of course, if a lot of people realize just how good the game is and sales really take off....

Dragonball Z: Watch the Show! Play the Game!

► by Dave Gross

Ani-Mayhem's Latest Expansion Puts Fans (and Fun) First

The *Dragonball Z* animated television series became phenomenally popular in Japan, Europe, and Hong Kong before conquering the U.S. in 1996. Thus, it makes an excellent choice for the first standalone expansion for the Ani-Mayhem game by FUNimation Produc-

tions, licensed under Pioneer Entertainment. This game uses the same rules as the first Ani-Mayhem game, and the cards are compatible with the earlier sets.

The cards themselves are attractive and well-produced on heavy card stock with UV coating. The artwork is reproduced directly from the series, much in the manner of other card games licensed from popular films or television series. The six different card types are distinguished by background color and design, and they include character, location, item, combat, disaster, and power cards. Character cards are the most interesting: each resembles a miniature character sheet for a roleplaying game. Each character card displays a character's damage, defense, move, charm, and energy ratings, all of which are important during combat. Beside these statistics appears a skill list that determines how well the character can scavenge locations in search of items.

To set up a game, players choose four beginning characters from their decks and set aside cards for a combat deck and a draw deck. Then they take turns laying out their location cards to construct a field, including a haven (headquarters for their characters). Next, each player randomly places one item card (which gives game bonuses to characters and/or players) under each of his or her locations, except for the haven. Finally, players take turns placing two disaster cards under each of their opponent's locations. Extra items and disasters return to the player's draw deck.



The goal of *Dragonball Z* is for each player to accumulate more than half of the available items on the field. To acquire items, characters must first meet or exceed the skill requirements listed on a location card, then defeat (or at least survive) the disasters hidden below. Alternatively, a player can win by uncovering seven of the titular "dragonballs" and returning them to a location or haven when certain key cards are in play.

Game play is fairly straightforward, with one interesting addition to the usual card game sequence. After a discard and draw sequence (the Maintenance Phases) comes a Disaster Phase. Disasters are usually villainous characters, and they can appear either through card play or as a result of characters' attempts to scavenge a location. Disasters are essentially uncontrolled, chaotic characters that move over the field like asteroids in a computer game, returning to their starting location when they have covered the entire field. Combat disasters can pick up items and attack characters. If a combat disaster manages to leave the field with an item, it's gone, and score one for the forces of chaos.

After the Disaster Phase, players may place equipment or enhancement cards on characters in their havens, place global-effect cards in play, and restore "bonked" (damaged) characters to good health.

Next comes a simple movement

Dragonball Z

Pioneer Entertainment
Long Beach, CA 90810

FORMAT

243-card set; 70-card starters; 9-card boosters. For one to five players; playing time 30-90 minutes.

GAME DESIGN

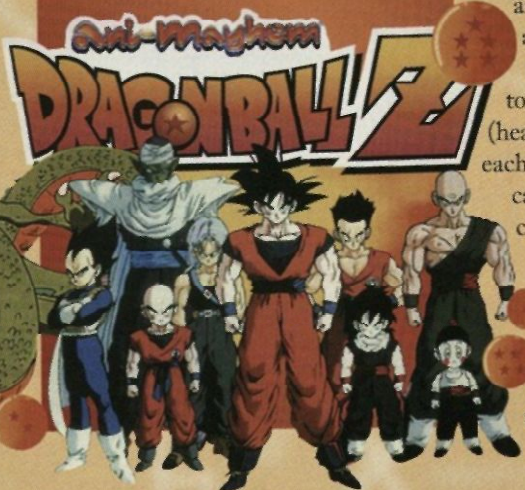
Jack B. Everitt and Todd Harrick

GRAPHIC DESIGN

Toei Animation Studios

CONTACT

Ani-Mayhem
c/o Pioneer Entertainment
2265 E 220th Street
Long Beach, CA 90810
website: <www.pioneer-ent.com>



phase, during which characters can leave the safety of their havens, move the number of locations equal to their movement rating, and attempt to scavenge locations for items. The characters must stop when they reach the movement limit of the companion with the shortest range, or when they encounter a combat disaster that attacks them.

Once characters have arrived at a location the player wishes to scavenge, a simple comparison of the location's skill requirements to the characters' skills shows whether the scavenging is successful. For example, if a location requires "Martial Arts x3 or Chi x2 & Magic," then to claim the item, the scavenging characters must have three instances of the Martial Arts skill (one character might have the skill at x2, another at normal value, for a total of x3) or else they must have two instances of the Chi skill and one of Magic. This scavenging test encourages diversity of skills among characters, especially because players must eventually send them to scavenge all locations on the board.

Characters can also acquire items by attacking other characters to steal their items, but the combat system is somewhat less straightforward than the rest of game play. First, characters (and disasters) have the opportunity to play charm attacks, which can enhance their own statistics or decrease an opponent's. After charm attacks have resolved, characters can wade right in and fight. The key to this action is the combat deck. Each combat card contains both a charm effect and a physical combat effect, and not all of them are bonuses. Characters are bonked when their health scores are reduced to zero or below; if a character takes twice as much damage as its health rating, then the character is killed outright.

With its use of the card-constructed field and character skills for overcoming challenges, *Dragonball Z* expands upon some basic design concepts of Decipher's *Star Trek*. Unfortunately, it also expands upon some of that game's essential flaws. The most annoying problem is keeping one's cards distinct from those of other

players. The game's designers were obviously aware of this problem, as they offer two solutions, neither of them wholly satisfying. You can mark your cards for identification (and what collector would do that?), or you can play a variant of the game that keeps everyone's locations separate. The latter solution makes more practical sense, but it also diminishes the fun of the collectively constructed field.

On the positive side, *Dragonball Z* avoids the most egregious error of games like *Star Trek* and *Star Wars*: each player has a decent chance of acquiring several of the series' main characters. In fact, with several versions of some characters (such as Baby Gohan, Young Gohan, Gohan the Barbarian, and Adult Gohan) this is a game designed for fans of the series before collectors of the game. In-jokes such as the global effect "Frothy Mug of Water" (which pokes fun at an instance of U.S. broadcasters changing an offensive mug of beer to this more acceptable variant beverage), are yet another sign of the designers' knowledge and love of the series.

Dragonball Z falls short in the sealed-deck test. A starter pack simply doesn't include enough cards for play. For instance, two thirds of our playtest group found they didn't have the minimum number of item cards when playing from starter decks. Fortunately, it doesn't require a great investment to solve this problem. Players can make do with a starter and two or three boosters, so constructing a playable deck isn't prohibitively expensive. Again, FUNimation puts the fans before the collectors by making the five ultra-rare super-saiyan cards relatively accessible.

To its credit, *Dragonball Z* boasts quick play and relatively simple rules. Its design captures the atmosphere of the animated series, and fans of the show are sure to forgive its design problems. Perhaps more importantly for Pioneer, gamers who pick up the game on a whim might very well become fans of the animated series. ■

Dave Gross is the editor of Dragon Magazine, a connoisseur of fine scotch, and an all-around good egg.



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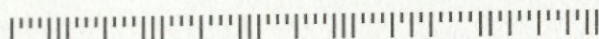
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Going to the Station

by Will McDermott

Babylon 5 TCG Captures Flavor of the Series



Despite facing an early demise mere months ago, *Babylon 5* is alive and well and on the verge of becoming a major science fiction franchise. With TNT picking up the series for a fifth season, two TNT-original *Babylon 5* movies set for release next year, and a spin-off series deal near completion, *Babylon 5* is on the verge of a huge growth spurt.

Amid all this on-air activity was the scheduled November release of the *Babylon 5* trading card game that Precedence Publishing has licensed from Warner Brothers. Fans of the show may wonder if the game can capture the complexity and flavor of a show conceived and designed as five year-long televised novels.

Precedence has done an admirable job. According to playtester Alex von Hochtritt of Seattle, "When you play a race, you find yourself thinking and acting like that race." In one three-player game with von Hochtritt as the Narns, he fought with the Centauri player tooth and nail while the Minbari player sat and watched. "I found it very hard to react to the Centauri player rationally," he said.

Babylon 5 is a game for two to four players, who each play one of four major races—Narn, Centauri, Minbari, or Human. No two players may play the same race, which might make it difficult to find pick-up games. Using diplomacy, intrigue, or military conquest, players try to fulfill agendas that will ultimately gain power and influence for their race.

Unfortunately, there are other forces at work. The *Babylon 5* station and the two older races—Shadows and Vorlons—can also gain power and affect the

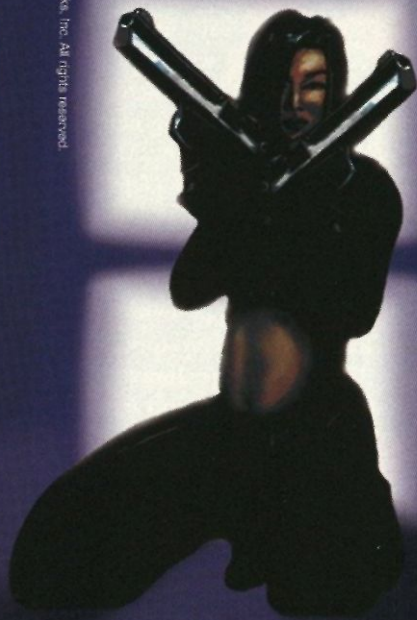
game. If the station reaches a certain influence threshold, peace reigns and the game ends (with the most powerful race claiming victory). If the Vorlons or Shadows reach that mark, the Shadow War begins, making it very difficult for any race to win the game.

The 60-card *Premier Edition* starter decks are tailored to each race with fifty fixed commons and ten random uncommons and rares. Players can also buy 8-card booster packs with a random assortment of the 400-plus cards in the *Premier Edition*. Ultra-rare chase cards are also available (only in boosters), some of which have even been autographed by actress Mira Furlan who portrays Delenn in the series.

With this *Premier Edition*, *Babylon 5* enters the very competitive TCG market. But with the expanding *Babylon 5* universe, the game is sure to find a loyal following that could easily grow in the coming year if the series gains prominence in its new home on TNT. Precedence also promises a *Shadow War* expansion in 1998. Watch for *Babylon 5* news, reviews, and strategy tips in the near (not distant) future. ■

Will McDermott, the new Duelist senior editor, is an avid RPG and TCG player, and a fan of intelligent science fiction.

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At its core, Final Fantasy VII plays like many other computer RPGs, but its visual impact and plot scenarios set it apart. You start out with a set of characters and scrounge up better equipment, develop new skills, find new spells, and so on. Along the way, you're guided through a fairly convoluted story line, but are allowed to dally in various side quests as long as you like, which should be enough to keep those of you happy who like to depart from the main story.

The world map allows you to move freely from area to area, and

ferent spells, commands, and abilities. Just as characters gain experience to build up their stats, materia becomes more valuable as the adventure progresses. Your materia can be swapped between your characters at will when you're not in combat, though you have to invest materia in characters' weapons and armor, so you must constantly manage the tradeoffs between better equipment and better materia. Jug-

acter also has a gauge that fills up as they take damage; when full, they are more vulnerable to special attacks.

What makes Final Fantasy VII stand out is its art and animation. The backgrounds are amazing, even overwhelming, and the movies that occasionally play as part of the backstory are well done. There's also an interesting side area called the Golden Cloud where your characters can win various prizes by playing arcade games, duking it out in a battle arena, or racing chocobos. The Golden Cloud is a lot of fun in its own right, especially if you go the route of breeding and racing chocobos. It would be worth spending extra time pursuing this angle for the fun of it, even if it wasn't the only way to get certain equipment and materia.

The game does have its flaws, of course. Occasionally you have to run through a screen that serves no purpose other than to provide another pretty picture, killing the game's momentum. The interface could be better in places, though mostly you're free to ignore it in the side quests. Like most RPGs, it fails various reality checks, such as accomplishing two months of activity while the backstory advances only a week. And like any game these days, it has a strategy guide with information that can't be found anywhere else, though for once you don't actually need the strategy guide to play the game. All in all the game is solid, and certainly worth the fifty-odd hours it will take to finish...plus the time you spend at the Golden Cloud chocobo race track. ■

Tom Wylie is DaRoolz for Magic, but he's also Da Man for Playstation software.

Final Fantasy VII

Squaresoft
Costa Mesa, CA

FORMAT
Sony Playstation

CONTACT
Chris Kniestedt
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(916) 441-7607
<www.playstation.com>



each area has its own web of individual screens. Certain areas don't show up until you reach an appropriate part of the plot line, or require special vehicles or "chocobos" (riding beasts) to reach.

Developing the party is done in part through the usual routine of building up characters' experience. However, it's even more important to build up your party's materia (magic crystals) that provide dif-

ferent spells, commands, and abilities. Just as characters gain experience to build up their stats, materia becomes more valuable as the adventure progresses. Your materia can be swapped between your characters at will when you're not in combat, though you have to invest materia in characters' weapons and armor, so you must constantly manage the tradeoffs between better equipment and better materia. Jug-

gling these resources is a nice twist on the typical RPG development angle. Whenever combat starts, the tempo of the music intensifies, the screen swirls into a blur of colors, and you're treated to a sound that's difficult to describe, but the effect is fairly jarring and never fails to get the juices flowing. The game chooses a different camera angle for each combat and focuses in on characters engaged in special moves. Character actions are regulated by a time bar; when a character's time bar fills up, you are prompted to provide an instruction for that character. Each char-

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"Arena lets me meet new players and see new ideas."



Outpost 2: You're On Your Own

Only the Wily
Survive

by Beth "BethMo" Moursund

Earthquakes, powerful storms, meteorites, volcanic eruptions, brutal invaders from other colonies... Outpost 2: Divided Destiny throws all these challenges at you and more as you try to manage a small colony on an extremely hostile world. And you must cope with these problems in real time. You can play against the computer or against other players with a wide range of victory conditions: from reaching a certain population to building a starship to "last one alive wins," there are almost as many ways to win as there are ways to die.

Everything interacts on this Darwinian world. To keep your people alive and productive, you need food (grown in hydroponic gardens) and medical facilities; to keep them happy, you need sufficient living space, emergency systems, recreation facilities, and so on. It requires more people to successfully operate these facilities, but doing so means you can support more people. Once the cycle begins (resources feed people who maintain facilities that generate resources), the main limit to your expansion is the amount of metal your mines and smelters can produce and the number of workers your nurseries can support. At faster play settings, you're also limited by how much simultaneous action you can keep track of and how quickly you can give commands.

Outpost 2 offers three different ways to play: campaign, colony, and multi-player games.

Campaign games consist of a number of smaller scenarios following a preset story line. These scenarios are only partly standalone; the research and population you achieve in one carry over to the next, but the things you build don't. At the beginning, you choose the difficulty level and which of the two colonies you want to play. Some scenarios take

off invaders. Most of your problems come from natural disasters.

Multi-player games are what you'd expect: build up your infrastructure and trash your opponent. As with most games of this type, you can go for a quick attack, putting everything into offense, or plan for the longer term. Which strategy is

OUTPOST 2 DIVIDED DESTINY

Divided Destiny

Sierra On-Line
Bellevue, WA

FORMAT

CD ROM for Windows '95. Up to six players via LAN or modem. Minimum system requirements: Pentium 60 or faster, 2x CD ROM drive, 16 MB RAM, SVGA Monitor, WIN compatible sound card.

CONTACT

Sandy Muller
Dynamix/Sierra
1600 Millrace Drive
Eugene, OR 97403
<www.sierra.com/entertainment/outpost2/>



best depends on what your opponents are doing, the number of players, and the victory conditions you chose at the start.

The Outpost 2 tutorial is detailed and very, very tedious. I don't recommend skipping it entirely, as there are some useful tips buried in it that you're

unlikely to discover if you just sit down and start playing. Just skim through it, rather than carrying out every little step, especially if you've played other similar games.

Outpost 2's interface is well designed. Everything works the way you'd expect, and most of the information you want as a colony manager is available at the touch of a key. Damage reports are a big exception: the only way to find out which buildings and vehicles need repair is to select each one and look at its health bar.

If you're looking for a pure combat game, stay away from Outpost 2. But if you enjoy the challenge of juggling competing goals to build up your population and technology, in addition to combat, give it a try. ■

If Beth Moursund can manage the plethora of freelance assignments we throw at her, she can manage an endangered space station. No contest.

Pick Your Battles

Warlords III Is a True Test of Your Leadership Skills



The land of Etheria is up for grabs, and you must stake your claim to survive. With its numerous customizable game options and the strategic/tactical rigors of leading both quests and combat, **Warlords III** makes its gamers entirely responsible for their own success or failure.

In the game, you play one of eight possible races and start with a city, a few armies, and a map of conquerable territory. If you have played older games of this genre, such as **Empire**, this game will be familiar (except the tanks and planes produced by your cities in **Empire** have been replaced by Ogres and Pegasi). Each race has different strengths and weaknesses and recruiting a balanced army is one of

the more challenging aspects of the game. Once you've chosen your affiliation, **Warlords III** also allows you to choose the size of the playing field, the number of sites to explore, the rules of engagement, the time allotted for each turn, victory conditions, and a host of other variables that can truly customize the game.

More than the cumulative strength of your soldiers and their skills, the key to a successful army lies in its heroes. Heroes provide bonuses to your entire army and can increase their own play value by accumulating experience (from winning battles or completing quests). You begin each game with one hero to explore ruins and find both magic items and money. Money is useful for hiring mercenaries and for new resource production. Occasionally, new heroes will offer to join you for a price, which is a smart investment—more heroes mean more opportunities to find more magic items and more money. More is better! Advancing your heroes is the most efficient and reliable method of winning the game.

One noteworthy customizable option is diplomacy, which allows you to ally with various factions and reap the rewards or suffer the penalties for battling other armies with alliances of their own. Attack an

enemy of your enemy, and you just might find you have a friend; attack a friend of your enemy, and you'll have two times the fight. I find turning the diplomacy off (no reliable alliances) makes for a more challenging game (Make war, not love!).

Other options that crank up the challenge level are the Fog of War feature (which keeps the screen hidden until you explore it with a unit) and the ability to enhance combatants controlled by the computer. The game offers multiplayer options, but as it runs in turn mode versus real time, it suffers from the usual turn-based problems.

The combat system is somewhat arcane and involves a lot of computer dice simulations which are affected by an army's combat attributes such as fear, leadership, and morale. The game offers a tactical advisor who can determine your rough odds of winning a battle based on combat simulations. The advisor then tells you how many times out of ten you would win the combat, and even offers an inspirational message such as, "We will never lose this battle." After you lose one or two of these combats (it happens), you realize your own experience and instincts are at least as useful when choosing your engagements. Though the dice system is fairly fast, most game players like a little more control of what is going on before and during battles.

The online instruction is excellent and most people should be able to play the game without any problems just by loading the program and running through the tutorial. Players who enjoyed previous versions of **Warlords** or who like strategic games in general will find this game entertaining and not nearly as complicated as other games of this type that bog you down with a lot of micromanagement. Advanced players will like the wide range of configurable game options, but all you really need to do to start enjoying **Warlords III** is choose your race, build your army, recruit some heroes, and get down to the business of conquest. ■

Mike Elliott is far more diplomatic in his everyday life than he is during a game of Warlords III.



Warlords III

Red Orb Entertainment/
Broderbund Software
Novato, CA

FORMAT

CD-ROM for Windows 95. Minimum system requirements: 75 Mhz Pentium or faster, 16 MB, 4x CD-ROM Drive, SVGA graphics, SoundBlaster 16 or compatible. Up to eight players via LAN, four players via modem.

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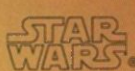
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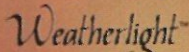
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& Slim Bigboy, are ©Game Shed so hands off my gumbo. *See site for details



by Mark Rosewater

MAGIC THE PUZZLING



Man O' Mana

Your opponent is Skaff, and you are in the third game of a match. Using his Glasses of Urza to check out your hand, Skaff concocted an evil plan: he stored up large amounts of mana using mana batteries and storage lands. Then, knowing you only had a Mana Drain to protect yourself, hit you last turn with a 109-point Fireball. It is now the beginning of your main phase, and 110 colorless mana have just been dumped into your mana pool! Find a way to defeat Skaff this turn without dying yourself.

DIFFICULTY
NASTY

CARD HIGHLIGHTS

Tawnos' Coffin

3, ♠: Select a creature in play; that creature is considered out of play as long as Coffin remains tapped. Hence the creature cannot be the target of spells and cannot receive damage, use special powers, attack, or defend. All counters and enchantments on the creature remain but are also out of play. If Coffin is untapped or removed, creature returns to play tapped. You may choose not to untap Coffin during the untap phase.



Stangg

When Stangg is brought into play, also put a Stangg Twin token into play. Stangg Twin token is a 3/4 green and red legend. If Stangg leaves play, remove Stangg Twin token from the game. If Stangg Twin token leaves play, bury Stangg.



Copy Artifact

Select any artifact. This enchantment acts as a copy of that artifact; it is affected by cards that affect either enchantments or artifacts. The copy remains even if the original artifact is destroyed. Enchantments on the original artifact are not copied.

1 ♠



SKAFF (GREEN/RED)



Stangg's Twin 3/4

Stangg 3/4



Green Mana Battery



Red Mana Battery

YOU (BLACK/BLUE/GREEN)



Swamp (2)



Underground Sea (2)



Book of Rass



Soul Net

YOUR HAND



Funeral March



Gloom



Copy Artifact

29 LIFE REMAINING



Erhnam Djinn 4/5



Glasses of Urza



Mountain



Tundra (2)



Forest
with Wild Growth



Hollow Trees



Dwarven Hold

STUMPED? FEAR NOT.

Hints for puzzles can be found
on The Duelist website at
www.wizards.com/Duelist_Online/.

110 COLORLESS MANA IN POOL



Island



Forest



Tropical Island (2)



Blue Mana Battery
with 4 counters



Tawnos's Coffin



Living Armor



Skull Catapult



Scavenger Folk 1/1



Onulet 2/2



Cyclopean Mummy 2/1



Despotic Scepter

(YOU HAVE NO CARDS IN YOUR GRAVEYARD)



Reconstruction



Sleight of Mind



Hurricane

CARDS REMAINING IN YOUR LIBRARY



Feldon's Cane



Transmutation



Animate Artifact



Design of the Times

DIFFICULTY
EASY

When a designer creates a card, he (or she) normally thinks very little about the title. All that is necessary at the moment of creation is to give the card some name that hints at its power. With this in mind, I've provided 24 designer names of cards that made their way into *Tempest*. Using the hints provided in the names, can you match the fifteen correct names from that list with the fifteen partial *Tempest* cards reproduced at right? And for the truly masochistic, try to name the *Tempest* cards for the nine unused designer names.

- | | |
|----------------------|-------------------|
| A) Bogavhati | M) Mass Brainwash |
| B) Chameleon | N) Motivator |
| C) Crop Rotation | O) Orcish Doctor |
| D) Embalmer | P) Population |
| E) Ethericasm | Q) Ragnorak |
| F) Fight, Dammit! | R) Riddler's Fuse |
| G) Flame Seeker | S) Rod of Ice |
| H) Flight Instructor | T) Self Builder |
| I) Fortune Teller | U) Spiritual |
| J) Give and Take | V) Splat |
| K) Knuckle Krakken | W) Unholy Boon |
| L) Library | X) Wind Tunnel |
| Armageddon | |



SOLUTION: 1.C, 2.F, 3.H, 4=X, 5=L, 6=X, 7=O, 8=W, 9=P, 10=B, 11=Q, 12=T, 13=N, 14=A, 15=V.
OTHER CARDS: D=COFFIN QUEEN, E=SHADOWSTORM, G=SUDEN IMPACT, J=LEGENDARY MAIN, K=BENTHIC BEHEMOTH, L=MANA SEVERANCE, M=PROPAGANDA, S=PUPPET STRINGS, U=ORRIS PRAYER.

Whittle by Whittle

DIFFICULTY
MEDIUM

Your opponent is Alysse. You and she are playing an all-*Tempest* Constructed game. Although you are starting to mount a comeback, Alysse's Scalding Tongues will do the final point of damage to you during her next upkeep. It is the start of your main phase. Without dying yourself, defeat Alysse this turn.

CARD HIGHLIGHTS



Crown of Flames 2/2
Enchanted creature gets +1/+0 until end of turn.
Return Crown of Flames to owner's hand.



Mogg Fanatic 1/1
Sacrifice Mogg Fanatic: Mogg Fanatic deals 1 damage to target creature or player.



Segmented Wurm 3/3
Whenever Segmented Wurm is the target of a spell or ability, put a -1/-1 counter on it.

ALYSSE (GREEN/RED)

15 LIFE REMAINING
ALYSSE HAS NO CARDS IN HAND



Segmented Wurm 5/5



Scalding Tongues



Forest (2)



Mountain (3)

YOU (BLACK/RED)

1 LIFE REMAINING



Swamp (3)



Mountain (6)



Grave Digger 2/2



Mogg Fanatic 1/1
with Crown of Flames



Fire Slinger 1/1



Flowstone Giant 3/3

YOUR HAND



Enfeeblement -2/-2



Reckless Spite



Blood Frenzy

*Step-by-step
solutions to last
issue's "Magic:
The Puzzling"*

by Mark Rosewater

MAGIC TRICKS



Any Moment

Published in *Duelist* #20, p. 122

There was a time in my life when I would have panicked when a gun was held to my face. But after a year of dealing with prison guards, high-jackers, and pirates, there was little that really shocked me anymore. "Put down the gun," I said to my evil twin, "we both know you can't shoot me. Your entire life is dedicated to making mine miserable. What would you do if I didn't exist?"

He paused in thought for a second and then let the gun drop to his side. I turned and smiled at Leah.

"I guess you're right," he admitted, "Only one thing to do." He raised the gun and shot Leah. Mental note: Don't try reasoning with evil twins. Leah has been in emergency surgery for thirteen hours. I'm passing the time writing this column.

To defeat Jakub, you need to deal 41 points of damage. Let's examine what cards you have available to do that damage. In play you have four creatures (Unstable Shapeshifter, Bottle Gnomes, Souldrinker, and Thalagos Mistfolk) and an artifact (Cursed Scroll) capable of doing damage. In your hand you have Stinging Lcid, Kezzerdrix, Spinal Graft, and Evincar's Justice. You have Sadistic Glee, Bottle Gnomes, and Darkling Stalker in your library. As you start doing the math, you realize you're going to need an extra turn to defeat Jakub. This makes the Time Warp essential. Also, as you need the extra cards, Duplicity looks like a mandatory card.

Main phase, first turn

- 1) Tap all fifteen swamps and all eight islands to add fifteen black (ten used as colorless) and eight blue mana to your mana pool.
- 2) Use one blue mana to cast Stinging Lcid. (NOTE: All blue and black spells will cost two colorless mana less due to the Medallions.) This turns Unstable Shapeshifter into a Stinging Lcid.
- 3) Use one blue mana and tap the Unstable Shapeshifter (now a Stinging Lcid) to turn it into an enchantment on Jakub's Jackal Pup.
- 4) Use two colorless mana and tap Puppet Strings to tap Jackal Pup. The Unstable Shapeshifter/Stinging Lcid deals 2 damage to Jakub. Jakub is now at 39 life.
- 5) Use one black mana to cast Spinal Graft on Jakub's Jackal Pup. This will keep the Jackal Pup alive to allow you to do additional damage to Jakub. In addition, you want Jakub to have a creature in play once you cast Kezzerdrix.
- 6) Use two blue and one colorless mana to cast Time Warp. You will get an extra turn after this one.
- 7) Sacrifice the Bottle Gnomes to gain 3 life. You are now at 6 life.
- 8) Pay 3 life to add a +1/+1 counter to Souldrinker. It is now a 3/3 creature.

You are now at 3 life.

This is done to keep your Souldrinker around after you cast Evincar's Justice.

- 9) Use one blue mana to return Thalagos Mistfolk to the top of your library.

This is important, as you want to have a fifth card to draw with the Duplicity. The Thalagos Mistfolk is merely a placeholder.

- 10) Use two black and three colorless mana to cast Evincar's Justice and buy it back. Evincar's Justice deals 2 damage to all players and creatures. This destroys your Stinging Lcid and all of Jakub's creatures, except the Spinal Grafted Jackal Pup. Evincar's Justice deals 2 damage to you and 4 to Jakub (2 directly and 2 for damaging the Jackal Pup.) You are at 1 life. Jakub is at 35 life.

- 11) Use one colorless mana and tap Scroll Rack to exchange Evincar's Justice with the top card of your library (Thalagos Mistfolk).

You need to get the Evincar's Justice out of your hand so you can ensure 2 damage from the Cursed Scroll later.

- 12) Use one blue mana to cast Thalagos Mistfolk. Your Unstable Shapeshifter becomes a tapped Thalagos Mistfolk and pops off Jakub's Jackal Pup.

The Unstable Shapeshifter has no damage on it since it was an enchantment when the Evincar's Justice was cast.

- 13) Use two black mana to cast Kezzerdrix. Your Unstable Shapeshifter becomes a Kezzerdrix.
- 14) Use two blue and one colorless mana to cast Duplicity. Put the top five cards from your library (Evincar's Justice, Sadistic Glee, Bottle Gnomes, Darkling Stalker, and Swamp) on top of Duplicity.
- 15) Use two colorless mana, tap Cursed Scroll, and name "Capsize." Jakub has no choice but to pick the Capsize. Deal 2 damage to Jakub. Jakub is now at 33 life.
- 16) Attack with your Souldrinker, dealing 3 damage. Jakub is now at 30 life.
- 17) Discard Capsize during your discard phase (Because of Duplicity).
- 18) Declare the end of your turn.
Upkeep phase
- 19) Tap an island to add one blue mana to your mana pool.
- 20) Use one blue mana to return Thalagos Mistfolk to the top of your library.
This is important, as you would lose during your draw phase if you had no card to draw.
- 21) Swap your hand (now nothing) for the five cards on top of Duplicity.
Draw phase
- 22) Draw Thalagos Mistfolk
Main phase
- 23) Tap all fifteen swamps and seven remaining islands to add fifteen black and seven blue (six used as colorless) mana to your mana pool.
- 24) Use one black mana to cast Sadistic Glee on the original Kezzerdrix.
- 25) Use three colorless mana to cast Bottle Gnomes. Your Unstable Shapeshifter becomes a Bottle Gnomes.
- 26) Sacrifice Bottle Gnomes to gain 3 life; put a +1/+1 counter on Kezzerdrix. It is now a 5/5 creature. You are now at 4 life.

- 27) Use one blue mana to cast Thalagos Mistfolk. Your Unstable Shapeshifter becomes a Thalagos Mistfolk.
- 28) Use one black and one colorless mana to cast Darkling Stalker. Your Unstable Shapeshifter turns into a Darkling Stalker.
The order is important because you want the Unstable Shapeshifter to end up as a Darkling Stalker.
- 29) Use eleven black mana to pump the Unstable Shapeshifter/Darkling Stalker to a 12/12 creature.
- 30) Use two black mana to cast Evincar's Justice, which deals 2 damage to all your creatures (destroying the Thalagos Mistfolk and the Darkling Stalker), 2 damage you, and 4 damage to Jakub (2 extra because of the damage to the Jackal Pup). Add two +1/+1 counters to Kezzerdrix. It is now a 7/7 creature. You are at 2 life. Jakub is at 26 life.
- 31) Use two colorless mana, tap Cursed Scroll, and name "swamp." Jakub has no choice but to pick the swamp. Do 2 damage to the Jackal Pup. This deals 2 damage to Jakub and buries the Pup (due to the Spinal Graft). Put a +1/+1 counter on Kezzerdrix, making it an 8/8 creature. Jakub is at 24 life.
- 32) Play your swamp.
- 33) Tap the swamp to add a black mana to your mana pool.
- 34) Use one black mana to pump the Unstable Shapeshifter/Darkling Stalker to 13/13.
- 35) Attack with the Kezzerdrix, Unstable Shapeshifter/Darkling Stalker, and Souldrinker to deal 24 damage. Jakub is at 0 life.

Counter Point

Published in *Duelist* #20, p. 125

The solution to this puzzle is straightforward but not obvious. The key is causing Odo to mana burn himself.

- 1) Tap the Wild Growthed forest and a mountain to add two green and one red mana to your mana pool.
- 2) Use the three mana to cast Mana Flare. If Odo counters this, cast the three direct damage spells. One of them will go uncountered.
- 3) Tap two mountains to add four red mana to your mana pool.
- 4) Use three red mana to cast the second Mana Flare. If Odo counters this, you can again use direct damage to run him out of Counterspells and defeat him.
- 5) Use the remaining red mana to cast Lightning Bolt. Odo must Counterspell this, leaving an extra blue mana floating in his pool.
- 6) Declare your attack phase. Odo takes mana burn for 1 point of damage. He is now at 2 life.
You need to take advantage of the fact that starting and ending an attack clears the mana pool. Remember you don't need creatures to declare an attack.
- 7) Make a null attack (attack with nothing).
- 8) Tap the remaining forest and mountain to add three green and three red mana to your mana pool.
- 9) Use one red mana to cast a second Lightning Bolt at Odo. Odo must Counterspell this, leaving one blue mana in his mana pool.
- 10) Use three green and two red mana to cast a four-point Fireball at Odo. Odo must Counterspell this, leaving two blue mana in his mana pool.
- 11) Declare the end of your main phase and watch Odo die from mana burn.

That's all for this issue. Join me next time for more solutions and hopefully news of Leah's happy recovery. Until then, always remember: Never reason with an evil twin. *

Collector's Set

Published in *Duelist* #20, p. 124

- | | | |
|---|---|-------------------|
| Group A (Magic cards also in <i>Portal</i>)..... | 1 | ▶ Armored Pegasus |
| Group B (Creatures whose powers do not work if tapped) | 8 | ▶ Watchdog |
| Group C (Cards with repeats in <i>Tempest</i>)..... | 6 | ▶ Rampant Growth |
| Group D (Cards with exact duplicates in green)..... | 7 | ▶ Sudden Impact |
| Group E (Cards whose art is a later part of a sequence) | 2 | ▶ Diabolic Edict |
| Group F (Cards with four-letter flavor text) | 4 | ▶ Jinxed Idol |
| Group G (Cards that cause cards to leave the game) | 5 | ▶ Lobotomy |
| Group H (Cards illustrated by Quinton Hoover)..... | 3 | ▶ Fugitive Druid |



A Game by Any Other Name

What is the definition of a game? This question can be quite frustrating to anyone who thinks about the broad variety of games that exist. It is relatively easy to define what a movie or a book is, but the word "game" includes a seeming hodgepodge of semi-related activities. It is difficult to find one definition that covers them all while excluding things that clearly aren't games.

This is the closest definition I could find, looking in the nearest handy dictionary (*The Random House College Dictionary*, 1980):

A competitive activity involving skill, chance, or endurance on the part of two or more persons who play according to a set of rules, usually for their own amusement or for that of spectators.

The problem with this definition is that it doesn't include activities the game-playing community would consider to be games, such as solitary pastimes (most computer games to date), roleplaying, and cooperative games.

Other entries are far too broad to define a game in the sense I'm seeking. For example, the same dictionary also defines a game as "an amusement or pastime." This would include movies and books, and so is as imprecise as the first definition, but for the opposite reason—it isn't restrictive enough.

There was a period when I attempted to encompass all things I considered to be games under one definition, but it always ended up including things like astronomy, which clearly isn't a game in the ordinary sense.

Later I changed my tactics and excluded roleplaying from this category: it might be a wonderful pastime, but it's just too different to be considered a game. And solitary play against a computer isn't a true game, as there is no human opponent. This attitude couldn't last forever,

though, because I believe language conveys meaning in how it is *actually* used, not how some person or reference guide says it should be used. People do refer to roleplaying and solitaire as games, and by doing so, put them in the same category



as "regular" games like chess, basketball, and poker.

It is important for me, however, to refer to the class of games that falls under the dictionary definition, so my new tactic is to coin a word. I chose *orthogame*, inspired by the term "orthochess" used by David Pritchard in his book *The Encyclopedia of Chess Variants* (Games and Puzzles Publications, Surrey, 1994). Mr. Pritchard used this word to define chess played by the standard rules as a reference point when discussing chess variants. In the same way, an orthogame is a competition between two or more players using an agreed-upon set of rules and a method of ranking. It is not necessary to rank all players; often there is only a winner. So, I consider *Clue* to be an orthogame even though there is no way to determine who got second place.

Roleplaying games are generally not orthogames, but may occasionally contain orthogames. A roleplaying game can be an orthogame when everyone agrees, explicitly or implicitly, that the winner is whoever has the most experience at the

end of the campaign. Similarly, a roleplaying session may contain an orthogame if two or more of the players compete to get the most gold, for example, on a particular adventure.

Solitaire games, or games in which the players are all on one team with a shared objective (sometimes called cooperative games), I tend to group under the term "puzzles." It is easy to make puzzles into orthogames—players can race to solve the problem. Likewise, orthogames often contain puzzles, such as a position in chess where there is a sure way to obtain a checkmate. Roleplaying games can fall into the puzzle category if players view themselves as sharing an objective.

The line between puzzle and orthogame can be blurry when you play against a computer. It's silly to say that chess against Deep Blue isn't a game because there is no human opponent. And in a game of cutting for the high card, a computer will provide every bit as much competition as any human. Most computer games resemble orthogames played with a large handicap against a stupid opponent who never gets any better. Although many human players don't provide as much challenge as even a limited computer opponent, there is always the potential for them to improve.

In the past I have had problems when talking about games to broad groups of game enthusiasts and professionals. Some assume the topic is traditional games while others perceive a broader set of activities. Introducing the term "orthogame" does not answer the bigger question of what a game is. But it does isolate one form of game as a useful reference point, and clarifies my thinking when I discuss the topic with a disparate audience. *

Thanks to Donald X. Vaccarino for bringing up this topic.

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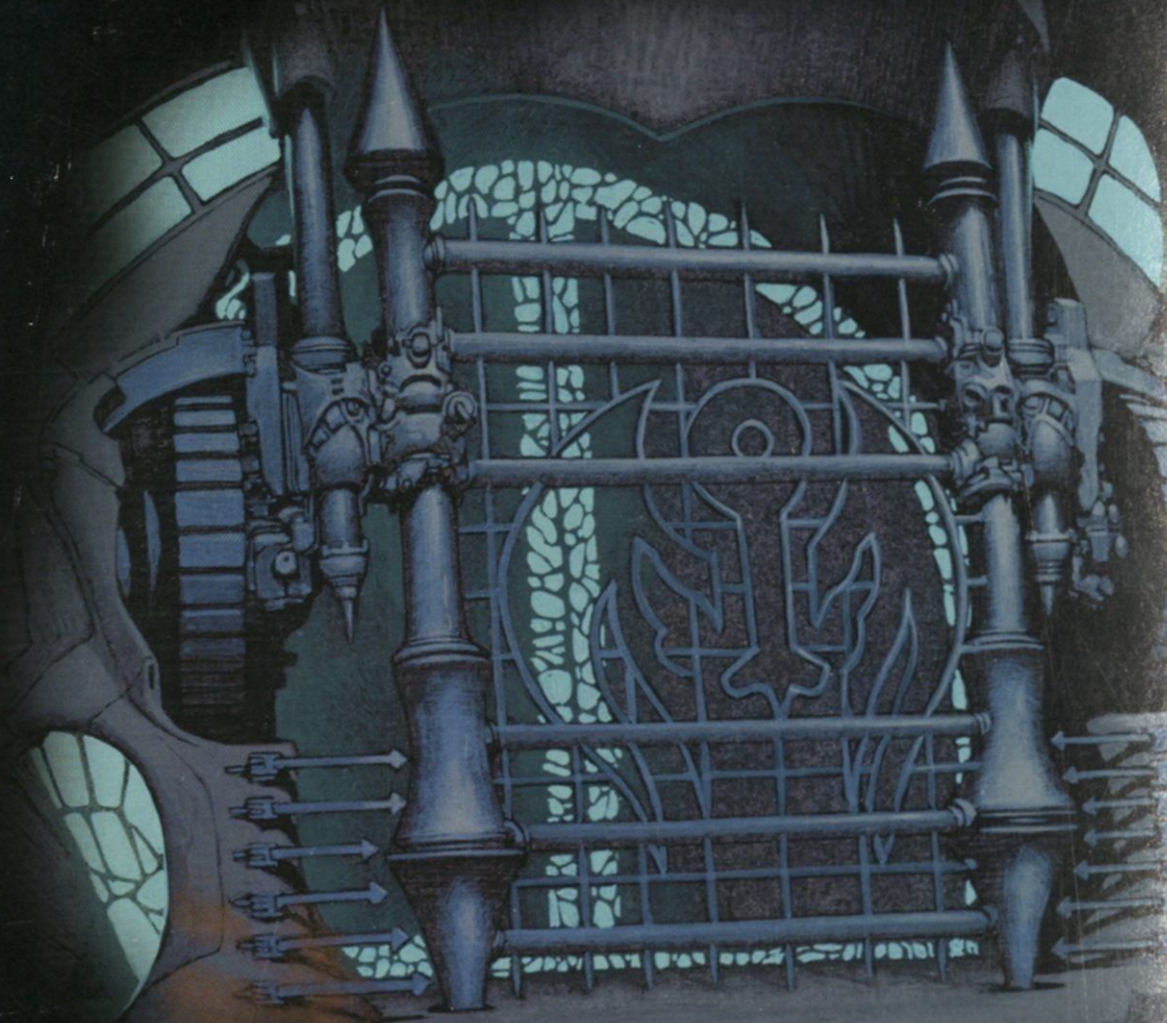
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